

## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	70,000	560	10	4	32	+15	+14	Causes hard knockdown if used in launcher combo, overhead attack
2	Air <b>↗</b> + <b>S</b> (during launcher combo)	2	105,000	880	9	5	30	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>↘</b> or <b>↙</b> + <b>S</b> (during launcher combo)	2	95,000	800	8	4	22	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air <b>↕</b> + <b>S</b> (during launcher combo)	2	95,000	800	10	4	32	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

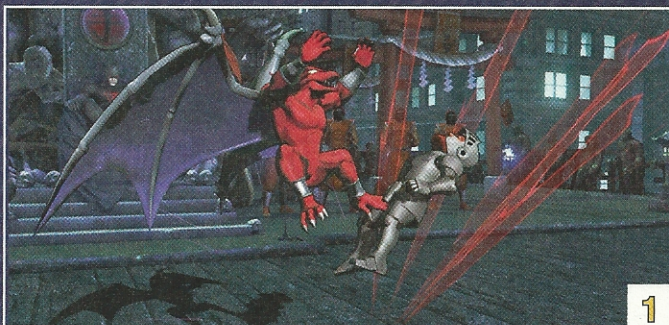
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Devil's Claw	(in air) <b>↕</b> + <b>H</b>	1	70,000	560	18	Until grounded	11	—	+11	Ground bounces foe, enters Hover on contact



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↗</b> + <b>H</b> (ground)	2	80,000	800	1	1	Hard knockdown
	<b>↙</b> + <b>H</b> (ground)	2	80,000	800	1	1	Hard knockdown
2	<b>↗</b> + <b>H</b> (air)	2	80,000	800	1	1	Hard knockdown
	<b>↙</b> + <b>H</b> (air)	2	80,000	800	1	1	Hard knockdown



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## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (t his crossover assist)	Recovery (other partner)	Notes
1	Firebrand—α	Dark Fire	Hell Spitfire H	6	100,000 + 15,000 x 5	800 + 120 x 5	50	—	111	81	Knocks down, first projectile active for 4 frames and has 3 low priority durability points, following projectiles become active 2 frames later for 62 frames and have 2 low priority durability points
2	Firebrand—β	Dark Fire	Demon Missile M	1	100,000	800	39	20	112	82	—
3	Firebrand—γ	Dark Fire	Demon Missile H	1	80,000	640	50	31	112	82	—



When Firebrand—α is called, he performs his Hell Spitfire H attack. This is useful to any character who doesn't have their own OTG attack because it only hits three times as an OTG, so it won't influence hitstun and damage-scaling that much. It's also very easily converted to a combo! It comes out fairly slowly, however, so it can be difficult to use. Outside of a combo, you can keep an opponent stuck in guardstun without the threat of getting pushed out by advancing guard, allowing characters to keep up aggression while limiting your competitor's options.

Firebrand—β makes Firebrand perform his Demon Missile M attack, which causes him to cruise across the screen horizontally. This assist covers the screen very quickly, which allows it to extend combos when used in combination with an OTG attack, or tack on some extra damage to a flying adversary. Outside of combos, its usefulness is fairly limited, since Firebrand is completely vulnerable as he charges across the screen, making him an easy target for a rival who sees him coming.

During Firebrand—γ, Firebrand bursts onto the screen and performs his Devil Missile H attack, which causes him to swoop across the screen like he does in the classic *Ghosts 'n Goblins* games. This assist is useful for characters who like to keep the opponent in guardstun, since it covers most of the screen while it attacks. Firebrand is completely vulnerable from the time he jumps out to the time he jumps back and performs the attack, so make sure you have plenty of safety before you call him out.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ ↙ + P1+P2	1	50,000	500 (-1 hyper meter bar)	2	3	24	—	-4

### Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2	Hell Spitfire L (in air OK)	↓ ↘ ↙ + L	1	100,000	800	16	—	29	0	-1	Projectile has 5 low priority durability points
3, 4	Hell Spitfire M (in air OK)	↓ ↘ ↙ + M	1	100,000	800	16	—	29	0	-1	Projectile has 5 low priority durability points
5, 6	Hell Spitfire H (in air OK)	↓ ↘ ↙ + H	6	100,000 + 15,000 x 5	800 + 120 x 5	26	—	20 (air: until grounded)	—	+54 (air: +41)	First projectile has 3 (air: 5) low priority durability points, upon contact with ground, the first projectile produces 5 more projectiles with 3 low priority durability points that travel along the ground for 62 frames
7	Bon Voyage (in air OK)	↓ ↘ ↙ + S	9	144,000	1440	13	15	28	—	-30 (air: +10)	Wall bounces foe, hard knockdown if wall bounce occurs
8	Demon Missile L	↘ ↙ ↘ + L	1	100,000	800	15	20	21	+2	+1	Enters Hover upon contact
9	Demon Missile M	↘ ↙ ↘ + M	1	100,000	800	15	20	21	-17	-18	Can pass through adversaries
10	Demon Missile H	↘ ↙ ↘ + H	1	80,000	640	23	30	0	-4	-4	Enters Hover after recovery
11, 12, 13	Hell's Elevator	↓ ↘ ↙ + ATK	—	—	—	26	—	1	—	—	Enters Hover after recovery
14, 15, 16	Hell Dive	(in air) ↓ ↘ ↙ + ATK	—	—	—	15	—	—	—	—	—
17	Hover	↓ ↘ ↙ + S	—	—	—	30	—	—	—	—	Lasts 90 frames





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angle it fires at is great for hitting targets on the ground from normal jump and super jump height. If you need to get Firebrand a little closer to his opponent to hit them, use Hell Dive M to have him dash toward a projectile-flinging competitor and blast them in the face with Hell Spitfire M. Air Hell Spitfire M is also good against aggressive adversaries trying to rush in, because it's angled to cut off a good portion of the screen from the opposing character.



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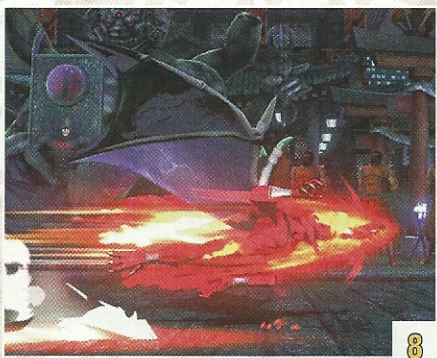


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Firebrand can only spit one Hell Spitfire H in the air; after you perform the attack, you cannot have him act again until he hits the ground. Hell Spitfire is best used as an OTG, since it allows you to easily OTG after most of Firebrand's throws and if a random hit forces your opponent on the ground.

**Bon Voyage:** When this attack is performed, Firebrand rushes toward his rival at a 45-degree angle. If he connects, he drags them across the ground, setting them on fire with the friction created and then wall bouncing them, leaving them open for a combo! No matter where he is on the screen, Firebrand will try to take his opponent to the corner, and he can succeed from everywhere but the far side of the screen. The farther he drags his adversary, the more the move hits and the more damage is dealt, which is actually disadvantageous because it makes the following combo more difficult and more affected by damage-scaling.

On the ground, this move is best used as a whiff punisher against big misses because it travels across the ground incredibly quickly. It's unsafe if the opposing player guards it, however, so try not to throw it out that often. The air version is one of his greatest assets and an excellent tool to both attack and approach your target, as it's +10 frame advantage on guard and hits the competitor the same as it does on the ground! Use it to avoid projectiles or rivals rushing in at Firebrand; even if it's guarded, it's fine because you're at an advantage and get to make the next move first!



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**Demon Missile L:** This attack causes Firebrand to propel himself at his opponent by charging toward them. If this attack connects with the opposing character, Firebrand jumps backward and starts Hovering automatically, making it a good way to both attack the target and start going into flight.

While this attack can quickly close distance against a grounded opponent, if your challenger guards it

and uses advancing guard, Firebrand is pushed completely across the screen. This is very disadvantageous for Firebrand, so you should use this attack sparingly.



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**Demon Missile H:** During this attack, Firebrand jumps backward into the air, then swoops in an arc while slashing at his target. After attacking his rival, Firebrand stays in the air in Hover state, allowing you to move Firebrand closer to his opponent with Hell Dive M or air Bon Voyage. Demon Missile H is a great tool for quickly moving Firebrand close to his opponent while attacking, since this attack moves very quickly and mitigates the effectiveness of advancing guard when guarded.

When used under the cover of a crossover assist, you can combo if Demon Missile H hits, and you can even cross your adversary up if Firebrand passes over them! Unlike Demon Missile L, Firebrand ends up close to his competitor even when the move is used from close range, meaning that you can convert Hover into additional pressure on Firebrand's enemy by using an additional attack.

**Hell Spitfire L:** During this attack, Firebrand spits a ball of fire straight forward, whether he's on the ground or in the air. This attack deals pretty big damage for a projectile, inflicting 100,000 on hit and 30,000 points of chip damage when guarded. This move is best used against characters who must come to Firebrand; spit some fire at them, and force them to get closer to him.

Unfortunately, Hell Spitfire isn't great in a projectile war, as each projectile only has 5 low priority projectile durability points, meaning it'll get crushed by more dedicated zoning characters and those with beam attacks. The recovery is also fairly long. In a projectile war, think about using Hell Spitfire M from the air instead!

**Hell Spitfire M:** This version of Hell Spitfire causes Firebrand to summon a ball of fire from his mouth and shoot it at an angle, either at the air while he's on the ground or toward the ground while he's in the air. This attack inflicts the same damage as Hell Spitfire L, dealing 100,000 damage on hit and 30,000 points of chip damage when guarded. On the ground, its uses are fairly limited because Firebrand shoots the fireball very high; at fullscreen, he shoots it at the timer! This can hit characters from close range, but you'll have to be fairly omniscient to use it well: if you do it too late or too early, you'll pay with a combo, and if your opponent doesn't jump at all, they can dash in and destroy you.

In the air, however, it's a great tool for taking potshots at long range characters since the

**Hell Spitfire H:** Unlike the other versions of Hell Spitfire, the H version shoots a projectile straight into the ground on land or in the air. After hitting the ground, the fireball erupts into an inferno of flames that travels a very short distance and is capable of hitting your rival. If an opponent is forced to guard all hits of the attack, it'll deal 43,500 points of chip damage and 146,300 points of damage on hit. While it's not quite as good as Dormammu's Flame Carpet, you can use this similarly to keep your challengers stuck in guardstun or to prevent enemies from rushing in at you. However, its effectiveness is mitigated if your foe hits Firebrand while the projectiles are out, because the flames disappear if Firebrand is hit.

Furthermore, unlike the other version of Hell Spitfire, Hell Spitfire is best used as an OTG, since it



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**Demon Missile M:**

Similarly to Demon Missile L, in this move, Firebrand launches himself toward his opponent with a charging attack. Unlike the L version, Firebrand does not launch himself into the air after this attack connects.

Demon Missile M quickly covers the ground, giving you an easy way to close distances on the ground and get Firebrand next to his rival. Even if an adversary uses advancing

guard, Firebrand continues advancing toward his foe, allowing him to get close to them while attacking. Demon Missile M is very unsafe if guarded at most distances; call a crossover assist that will cover Firebrand's recovery before performing this attack.



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**Hell's Elevator.** When performed, this special move causes Firebrand to jump into the air and immediately activate Hover, essentially functioning as a jump that can be canceled into from basic attacks. Firebrand moves in a different direction depending on the button pressed: Firebrand jumps straight in the air during the L version, he jumps toward his opponent with the M version, and he jumps away from his adversary with the H version.

The M version in particular is an excellent offensive tool. When jumping forward, Firebrand negates the effects of advancing guard, allowing him to stay close to his rival while putting him into position to attack from the air! If used next to his foe at midscreen, Firebrand jumps behind his target, which you can then use in combination with a crossover assist to cross your competitor up.



**Hell Dive.** This aerial special move causes Firebrand to quickly move toward his opponent. Like Hell's Elevator, the button pressed determines the direction Firebrand travels: the L version moves him downwards, the M version moves him toward his opponent, and the H version moves him away from his attacker.

Hell Dive M gives Firebrand additional mobility in the air, allowing him to get close to his adversary. While each individual Hell Dive M doesn't travel particularly far, you can use Hell Dive M up to three times when Firebrand is in the air, which is enough to have him travel the entire screen during a super jump!

Hell Dive L causes Firebrand to quickly reach the ground from the air, which you can use to quickly mix up your challenger. Attack with a jumping attack, then immediately cancel into Hell Dive L to put Firebrand back on the ground, then mix up your opponent with another jumping attack or a crouching **L**!

Since Hell Dive H moves backward, it's not as useful for Firebrand as the others, as he is best when close to his opponent. While Hell Dive H is useful when you need to create distance from your foe, you can also use it in conjunction with Hell Dive M to mix up your approach against an enemy with a defensive assist, like Haggar. In this situation, dash toward your opponent with Hell Dive M to bait out the assist, then avoid it with Hell Dive H, giving you an opportunity to attack.



**Hover.** This special move causes Firebrand to instantly enter Hover state without using Hell's Elevator or Demon Missile L or H. Since Firebrand does not have a standard airdash, he can't use Hover to quickly traverse the screen like Magneto or Storm, limiting Hover's usefulness as an approach tool. When used from the ground, Firebrand flies low enough to hit his opponent with an overhead air **S** against a crouching foe, or he can mix up an adversary expecting the overhead by immediately performing Hell Dive L and attacking the opposing character with crouching **L**!

## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Dark Fire (in air OK)	↓ ↘ → + <b>ATK</b> <b>ATK</b>	20-40	294,200-353,100	12+1	50	33 (air: 33 + until grounded)	-14	-25	Can be mashed for extra damage, beam durability: 20 frames x 3 high priority durability points, OTG-capable
2	Luminous Body (in air OK)	↓ ↘ → + <b>ATK</b> <b>ATK</b>	—	—	9+11	—	—	—	—	Firebrand gains a 25% speed increase, lasts for 593 frames
3	Chaos Tide (Level 3 Hyper Combo)	⇨ ↓ ↘ + <b>ATK</b> <b>ATK</b>	—	—	9+0	—	20	—	—	Summons a hovering Red Arremer that perform 3 attacks based on button pressed, <b>L</b> = Hell Spitfire M, <b>M</b> = Demon Missile M, <b>H</b> = Demon Missile H, lasts for 598 frames, Red Arremer accepts inputs for 579 frames



**Dark Fire.** During this hyper combo, a stream of fire emerges from Firebrand's mouth, which he uses to sweep the screen in an inferno of hellfire! This attack is OTG-capable, and it can be mashed for up to 58,900 additional points of damage. Dark Fire is best used to end combos, since Firebrand spends most of this hyper combo spitting fire below him instead of toward his opponent.

If you use this move when Firebrand is too far away from his adversary, Firebrand misses out on a ton of extra damage since a large portion of this hyper combo's attack is aimed toward the ground. It's best to perform this hyper combo directly next to your rival when used as an OTG.

**Luminous Body.** This hyper combo causes Firebrand to turn a solid white, and it gives him a massive 25% speed boost for about 10 seconds! When in Luminous Body, you can have Firebrand perform an instant overhead combo not normally possible by performing jumping **L** immediately after jumping, then canceling into air Bon Voyage! Unlike many power-up hyper combos, Firebrand continues to gain meter while in Luminous Body, allowing you to continue to gain meter while quickly attacking your opponent.

While in Luminous Body, you need to alter the timing when performing Firebrand's combos because his increased speed causes him to travel through the air faster when jumping. If you land a combo in Luminous Body and still have time remaining, consider ending a combo with Hell Spitfire H instead of Dark Fire to give yourself a chance to perform an additional mix-up on your adversary.



**Chaos Tide.** When this level 3 hyper combo is performed, Firebrand summons an additional Red Arremer that can attack his opponent for nine and a half seconds! The way your Red Arremer buddy attacks depends on the button pressed: **L** causes it to spit an air Hell Spitfire M, **M** causes it to perform Demon Missile M, and **H** causes it to swoop through the air using Demon Missile H.

Of the three Red Arremer attacks, **H** is the most useful, as **M** flies too high to hit crouching characters and many standing characters, and **L** can only hit characters close to the Red Arremer. To most effectively use Chaos Tide, try to press **H** as much as possible to keep Red Arremer constantly swooping on your rival. For additional strategies involving Chaos Tide, check the Advanced Tactics section.



# Battle Plan



Calling an assist and using Demon Missile M lets Firebrand cross the screen quickly and safely.



Hell Spitfire M shoots downward at an angle that can go over projectiles from fullscreen.

Although Firebrand has quite an array of projectile attacks, you should avoid having him fight at long range as much as possible. On the ground, Firebrand's Hell Spitfire attacks have relatively low projectile durability, making it difficult to win a firefight. They also have fairly long recovery and travel slowly, making them incredibly risky against characters with a teleport.

If stuck behind a projectile wall, Hell Spitfire M is a good way to strike at projectile characters from the air. From super jump height, Hell Spitfire M can travel across the screen on a projectile-thrower while blocking off attackers trying to advance by dashing on the ground or through the air. Hell Spitfire deals 100,000 points of damage for every hit, which is pretty big damage for a projectile, especially against characters with low life. While it may be difficult to knock out an opponent with just Hell Spitfire, you can deal enough damage to force your competitor off their zoning game in an effort to make up the damage. Dark Fire is good for blowing through an enemy's projectile assault, but it won't do much damage because Firebrand spends most of the hyper combo shooting fire on the ground instead of toward his rival.

If your opponent doesn't have projectiles but is still acting defensively, Firebrand can ignore any posturing and easily zip toward his opponent with Demon Missile M, which covers fullscreen distance while attacking and is mostly unaffected by advancing guard, leaving Firebrand right next to his adversary. If Demon Missile M whiffs, Firebrand is left near his target completely vulnerable, so call a crossover assist before firing it off. Demon Missile H can leave Firebrand right next to his challenger, as well, but it misses the opponent and leaves Firebrand stuck in Hover above his foe, unable to guard. When combined with a crossover assist to cover Firebrand's advance, Firebrand is above his opponent at an advantage, allowing him to drop down on his competitor and start his offense with **S** or Hell Dive L.

Firebrand can also easily cross the screen with Hell Dive M. From super jump height, you can perform Hell Dive M three times, and this leaves Firebrand next to his opponent with enough time to come down with an attack. This approach is very obvious, as your opponent has plenty of time to react to Firebrand diving downward with an attack of their own. While Firebrand can guard after Hell Dive, having to guard in that situation places Firebrand on the defensive, which is not recommended! Instead of using Hell Dive M three times, mix up your approach with Hell Dive H or L. If an adversary has a defensive assist, Hell Dive H can dash back far enough to avoid it, giving you a chance to potentially hit both your target and their assist, while Hell Dive L drops Firebrand straight down, putting him in range to whiff punish with crouching **H**!



The air version of Bon Voyage gives Firebrand frame advantage, making it an excellent pressure and advancing tool.



Firebrand's standing **M** has a huge hitbox above it while he gets smaller, making it an excellent anti-air attack!

As Firebrand gets closer to his foe, you can start making liberal use of aerial Bon Voyage. If Bon Voyage hits the opposing character, you can convert it into a combo, and when it's guarded, it leaves Firebrand at +10 frame advantage, safely getting him close to his rival and giving him plenty of time to start an offense! From fullscreen, it's best not to try using Bon Voyage to advance, since at peak super jump height, which is required to reach a fullscreen opponent, it stops attacking shortly before hitting, leaving Firebrand stranded in midair and vulnerable to attack. Once in range, pressure your competitor by super jumping and quickly performing Bon Voyage; it is incredibly difficult to beat Bon Voyage with basic attacks, and trying to do so generally gives Firebrand the chance for a big combo!

Once at mid range, Spitfire becomes a much more risky attack. An opponent who jumps over Spitfire can put Firebrand in big trouble, and a character with a fast horizontal airdash can destroy him. When you think your adversary might jump, you can keep them back with Spitfire M, but if it whiffs, or you guess wrong and your attacker stays on the ground, you'll be in big trouble.

It's better to rely on Firebrand's other special moves, since they become much more versatile at mid range, allowing him to advance on his opponent while attacking. From mid range, Demon Missile M not only moves to his foe, but depending on the range, it can leave Firebrand behind his challenger! The difference is only a few steps and impossible to tell before the attack has finished. While this won't make Demon Missile M itself cross up, it can catch your opponent off guard if they aren't expecting it. If used alongside a crossover assist, Firebrand is left at huge advantage, and you can convert a hit into a combo.

Demon Missile H won't whiff at mid range, making it a good tool to close the remaining distance between Firebrand and his opponent. Even if your adversary uses advancing guard, Firebrand is left hovering right above his competitor, where he can mix them up by falling to the ground with **S** or quickly moving to the ground with Hell Dive L. At the end of Demon

Missile H when Firebrand is in Hover, you can call a crossover assist before attacking to keep Firebrand covered during your mix-up.

If you have to strike back at an aggressive opponent, Firebrand's standing **M** and **H** are both excellent defensive attacks. Firebrand shrinks slightly during standing **M**, which makes him harder to hit, while the hitboxes on the attack are higher than the move's animation makes it seem. This allows the move to connect with enemies at normal jump height while Firebrand is generally safe. Standing **H** has long startup, but it hits way above Firebrand in an area he can't be hit at all, making it a great anti-air if you have time to use it. Using either attack as anti-air requires very strict timing because both attacks only have one to two active frames where they hit above Firebrand's head, so make sure you can get the hit instead of taking a risk.



You can perform Hell Dive M incredibly low to the ground, giving Firebrand a makeshift triangle jump...



...that can hit overhead with Devil's Claw or low with crouching **L**!

Your ultimate goal with Firebrand should be to get him close to his opponent and stay there as long as possible. Up close, his special moves become much more effective, allowing him to use each one of them in a different wacky mix-up!

Once Firebrand is next to his competitor, Hell's Elevator M can quickly jump over the target, which can create a cross-up using a crossover assist. This can be set up fairly easily, as well: call an assist during a basic attack chain combo, then cancel into Hell's Elevator M to make Firebrand jump over his rival! Depending on when you cancel into Hell's Elevator and how close Firebrand is, Firebrand might still jump over his opponent. If not, have Firebrand remain above the opposing character at a distance close enough to mix them up. Once Firebrand is in the air, you can perform another mix-up on your challenger using Hell Dive.

You can use Demon Missile H similarly to Hell's Elevator M, as when used up close, Firebrand ends up on the other side of his opponent! It's set up similarly, too: during a chain combo or just a crouching **L**, call a crossover assist and cancel into Demon Missile H. Even if your adversary guards the cross-up, Firebrand is left at advantage, so use that opportunity to keep on the pressure by canceling the Hover at the end of Demon Missile H with **S**, Bon Voyage, or Hell Dive L or M.

At close range, you can use Hell Dive L and M to mix up the opposing character if you find Firebrand in the air or stuck in Hover next to his rival in the air after Hell's Elevator or Demon Missile H. Hell Dive L sends Firebrand directly to the ground, where he can quickly attack with a high-hitting crouching **L**. Most players instinctively guard high when they see their opponent in the air, allowing you to catch them off guard with the speed of Hell Dive L. The effectiveness of Hell Dive M up close depends on whether or not you can call a crossover assist; if you can't, getting behind your competitor won't accomplish much since Firebrand can only turn around to perform a special attack. If you do have a crossover assist available, Hell Dive M becomes a decent, if not fairly gimmicky, cross-up tool. Simply call a crossover assist, then jump and perform Hell Dive M, and the assist hits on the opposite side of Firebrand. If you want to be extra sneaky, jump over your foe and then perform Hell Dive M; you'll dash back to your original side, hitting opponents who think you're going to cross-up. Your opposition can shut down this tactic by mashing, so stick out a jumping **M** before calling an assist to cover yourself.

You can also use Hell Dive M as a makeshift triangle jump by performing it directly off the ground by inputting the motion  $\downarrow \rightarrow \downarrow \rightarrow + M$ . This isn't as effective as many other triangle jumps in the game since Firebrand can't perform very many attacks out of it, but he can mix up overhead by either using  $\downarrow + H$  while still in the air or using crouching **L** after landing! Either hit can be easily converted into combo, giving Firebrand a quick surprise overhead he can pull out at any time.

Jumping and instantly pressing **L** can create an overhead that your opponent can only guard if they expect it coming, forcing them to randomly stand up! In Luminous Body and X-Factor, **L** into air Bon Voyage is a combo that can lead to big damage off an overhead your competitor can't see! Outside of X-Factor and Luminous Body, mix up your adversary by calling an assist while performing jumping **L**, then cancel into Hell Dive L or M; M goes over your foe, allowing the assist to hit as Firebrand dives past them, while L drops Firebrand to the ground quick enough to slip in a crouching **L**.

If Firebrand is getting pushed out of close range by advancing guard, use Demon Missile M or H. Demon Missile M and H ignore advancing guard as they move forward, leaving Firebrand close to the opposing player at the end of the move! Firebrand can also delay the timing on his crouching **L** attacks to bait his rival into using advancing guard; simply press a single **L**, wait a moment, then go into a chain combo. If your competitor tries to use advancing guard while they're not in guardstun, they'll throw out a crouching attack that your crouching attacks can beat!



Hell Elevator M always jumps toward the opponent...



...which you can use with a crossover assist that can cross up your target!



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## COMBO USAGE

**I. CR. (M), CR. (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), ↓ + (H), FLIGHT, ↓ ↗ ← + (L), LAND, CR. (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS) CANCEL → ↓ ↗ → + (S), LAND, (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS), (S), LAND, FORWARD DASH, ↓ ↗ → + (ATK) (MASH) (ATK)**

**584,400 damage, 24% meter loss**

You can start this combo with crouching (L) once or twice for a more flexible opening, but you'll lose out on some damage. When you start with crouching (L), don't go into the rest of the combo, and instead wait a moment, then go for another crouching (L) to beat advancing guard or try to throw. If your throw connects, go into **Combo II!**

In Luminous Body, you have an additional option, as you can perform an instant overhead with jumping (L) canceled into Bon Voyage!

Firebrand automatically enters flight after Devil's Claw connects, causing a short delay before you can activate Hell Dive L.

If Bon Voyage drags the opposing character completely into the corner, Firebrand ends up in the corner himself, so backdash immediately to keep your rival in the corner. Dark Fire damage midscreen can be incredibly finicky, so it's best to make sure that Firebrand is as close as possible before firing it off.

If you do end up with your adversary at midscreen, quickly wavedash forward twice to move Firebrand closer to his opponent after the knockdown in order to get as much damage from Dark Fire as you can.

**II. FORWARD THROW OR AIR THROW, ↓ ↗ → + (H), DASH FORWARD, (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS), ↓ + (H), FLIGHT, ↓ ↗ ← + (L), LAND, CR. (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS) CANCEL → ↓ ↗ → + (S), LAND, (S) CANCEL → FORWARD SUPER JUMP, AIR (S), LAND, ↓ ↗ → + (ATK) (MASH) (ATK)**

**406,900 damage, 25% meter loss**

Firebrand can only OTG his opponent without an assist after either of his air throws or his forward throw; his back throw has too much delay. If you land a back throw, he can still combo with Dark Fire as soon as he lands. This actually does about the same damage as his full throw combo, but he doesn't gain any meter.

After the backward version of his air throw, you must perform air Hell Dive M to move close enough to your competitor to OTG with Hell Spitfire H.

After the OTG, perform this combo as you would **Combo I**, just much faster; opponents will flip out much easier if you take too long to perform any individual step.

Since you're ending the combo with an air (S) by itself, you're not going to have much time to get Firebrand close to the opposing character by dashing on the ground, so you might lose out on some damage depending on where on the screen you performed this combo.

**III. AIR ↓ ↗ → + (S), WAVEDASH FORWARD TWICE, CR. (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS), ↓ + (H), FLIGHT, ↓ ↗ ← + (L), LAND, CR. (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS), (S), LAND, WAVEDASH FORWARD TWICE, ↓ ↗ → + (ATK) (MASH) (ATK)**

**446,200–561,000 damage, 24% meter loss**

Air Bon Voyage is one of Firebrand's best offensive tools, as it allows him to counter projectiles and low-oriented attacks from the air, and it is totally safe when guarded!

If one randomly hits while you're trying to approach or if you have a chance to punish a whiff with it, go straight into this combo to maximize damage.

The farther Firebrand is from the corner, the farther he drags the opposing character against the ground, dealing more damage! Unfortunately, this tends to only decrease the entire combo's damage because of stun and damage reduction caused by the extra hits.

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

Get familiar with the ↓ ↗ ← ↘ motion required to perform Firebrand's instant Hell Dive M; if performed too quickly, you'll get Hell's Elevator

Before using Dark Fire, make sure you can get right next to your opponent, or it'll do little damage. If you can't, end a combo by activating Luminous Body or Chaos Tide

Many special moves and Devil's Claw leave Firebrand in Hover, so remember to cancel flight with (S), Hell Dive, Bon Voyage, or Hover before trying to guard

**WHEN USING AN ALTERNATE TEAMMATE, ACTIVATE A TAC WITH ↑ + (S), THEN AS FIREBRAND COMES IN, PERFORM AIR (M), (M), ↓ + (H), FLIGHT, ↓ ↗ ← + (L), LAND, CR. (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS) CANCEL → ↓ ↗ → + (S), LAND, (S) CANCEL → FORWARD SUPER JUMP, AIR (H) (2 HITS), (S), LAND, FORWARD DASH, ↓ ↗ → + (ATK) (MASH) (ATK)**

Notes	Damage
—	Varies

**WHEN USING AN ALTERNATE TEAMMATE, ACTIVATE A TAC WITH ↑ + (S) OR ↓ + (S), THEN AS FIREBRAND COMES IN, PERFORM AIR (M), (M) CANCEL → ↓ ↗ → + (S), FORWARD DASH, (S) CANCEL → FORWARD SUPER JUMP, AIR, (M), (M), (H) (2 HITS), (S), LAND, ↓ ↗ → + (ATK) (MASH) (ATK)**

Notes	Damage
—	Varies

**AGAINST A CORNERED ENEMY WHILE IN LUMINOUS BODY AND X-FACTOR, CR. (M), CR. (H) CANCEL → ↓ ↗ → + (L), {CR. (H) CANCEL → ↓ ↗ → + (L)} X 5, CR. (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS) CANCEL → ↓ ↗ → + (S), LAND, (S) CANCEL → FORWARD SUPER JUMP, AIR (S), LAND, ↓ ↗ → + (ATK) (MASH) (ATK)**



Notes	Damage
Requires X-Factor or Luminous Body	1,042,400




## COMBO USAGE CONT.

**IV. FORWARD JUMP, INSTANT AIR**    ,  , **LAND, ST.**  , **CR.**  , **CR.**  ,   **FORWARD SUPER JUMP, AIR**  ,   **FORWARD SUPER JUMP, AIR**  ,   **FORWARD SUPER JUMP, AIR**  ,  ,  , **LAND,   FORWARD SUPER JUMP, AIR**  ,  ,  , **LAND, FORWARD DASH,     (MASH  )**

763,900~1,016,500 damage, 9% meter loss~22% meter gain

You can hit this combo at any level of X-Factor with an instant overhead jump  , which is nearly impossible for an opponent to react to! You won't have time to verify that your jump  is hitting when you activate X-Factor, so this combo is really an all-or-nothing proposition: if you miss, you're a fool, but if you hit, you're a genius!

Try not to take a risk with this combo when Firebrand's allies are healthy. This is a versatile way to get Firebrand into X-Factor when he's on his own, however, so wait until he's in range to hit an instant overhead jumping  instead of blindly activating.















**V. CR.**  , **CR.**  ,   **FORWARD SUPER JUMP, AIR**  ,  ,    , **FLIGHT,     , **LAND,  , CR.**  ,   **FORWARD SUPER JUMP, AIR**  ,  ,  (2 HITS)     , **LAND,   FORWARD SUPER JUMP, AIR**  ,  (2 HITS) ,  , **LAND, FORWARD DASH,     (MASH  )****

722,000~866,100 damage, 12% meter loss~8% meter gain


If you absolutely must knock out a character or catch two characters in a combo, you can activate X-Factor in the middle of this combo for some extra damage.


This combo doesn't deal a large amount of damage, even when X-Factor is activated, and at level 1, it isn't enough to knock out a character on its own. As with any X-Factor combo, it's best to only activate if you're absolutely sure you're going to K.O. your rival.

This move can probably knock out your opponent's assist if you catch them, depending on their maximum health and how much damage they've taken, so it's probably worth it in a scenario when you can leave your adversary without an assist.

**VI. WHILE IN LUMINOUS BODY OR X-FACTOR, FORWARD JUMP, INSTANT AIR**      , **WAVEDASH FORWARD TWICE, CR.**  ,   **FORWARD SUPER JUMP, AIR**  ,  ,    , **FLIGHT,     , **LAND, CR.**  ,   **FORWARD SUPER JUMP, AIR**  ,  ,  (2 HITS) ,  , **LAND, FORWARD DASH,     (MASH  )****

459,800~927,900 damage, 35% meter loss~0% meter gain

Firebrand's jumping  is aimed low enough to the ground to work as an overhead against many characters in the game, and when Luminous Body or X-Factor is activated, it combos directly into an air Bon Voyage!








Instant overhead jumping  is incredibly fast, and your opponent must guess in order to guard it. If your competitor is stuck looking for it, they'll need to randomly stand, opening them up for a low attack!







## ADVANCED TACTICS


### BEST FRIENDS FOREVER







Chaos Tide causes Firebrand to summon a Red Arremer buddy that lets Firebrand continuously put on pressure!

Firebrand's level 3 causes him to summon an additional Red Arremer buddy to attack alongside him, giving him the chance to really put on the pressure! The Red Arremer performs one of Firebrand's special moves whenever you press a basic attack button:  fires a Hell Spitfire  ,  performs Demon Missile  , and  performs Demon Missile  . Of these, Demon Missile  is the most useful, as it attacks while moving Firebrand forward. The Red Arremer friend performs the attack from wherever he is on the screen; generally, he floats around Firebrand, moving forward when he does.

This hyper combo can be very hard to control; if you are attacking a guarding opponent, it's best to start combos with  instead of  . Advancing guard pushes both Firebrand and the Red Arremer away, and the little guy's Hell Spitfire  has very limited range and generally misses if an opponent uses advancing guard against a crouching  . To put your tiny tot in position to pressure your competitor, send him toward the foe using  ; his Demon Missile  flies too high to hit many crouching characters, but it can stop characters from jumping away and can put him in position to assault your opponent from behind!


When behind the target, advancing guard won't push the flying friend away from the opponent, so you can pelt them with fireballs from behind, even in the corner! When your best buddy is behind your adversary, he's unaffected by advancing guard, so you can pelt your rival with Hell Spitfires or Demon Missile  from off the screen!






Once the friend is close, you can use Firebrand's Demon Dive  to create cross-ups without requiring the use of a crossover assist! Perform a jumping  to summon Demon Missile  , then immediately cancel into Demon Dive  ; Firebrand quickly dashes behind the opposing character right as the Demon Missile is hitting! Whenever your Red Arremer is close, make liberal use of Demon Missile  , as it moves forward while attacking and can keep Firebrand's friend in range to keep aggressing.


Even without a strategy, simply mashing on Demon Missile  can be an effective gameplan! When used against a cornered foe, using advancing guard on Firebrand's friend is useless; as long as Firebrand doesn't hit the opponent, he'll be completely unaffected by the opposing character's advancing guard! Demon Missile  from Firebrand's buddy does 24,000 points of chip damage whenever it's guarded and can be performed 17 times during a single activation, which can deal 408,000 in guarded damage alone! Throw out your own Hell Spitfire  and Demon Missile  to deal additional chip.

### LUMINOUS POWER!


Firebrand's Luminous Body power-up is one of his best assets, giving him a massive 25% increase in speed at the cost of a single meter. If that weren't enough, the power-up lasts slightly less than 10 seconds and lets him build meter while the power-up is activated, which makes the hyper combo completely free if you land a combo while it's active!

Since Firebrand builds meter during Luminous Body, there's very little reason not to have it active if you can safely get it out. It's not terribly difficult, either: any guarded crouching  can be canceled into Luminous Body, leaving you safe. You can also perform Luminous Body in the air, so you can just have Firebrand jump away from his opponent and fire it off. You can also trade some damage at the end of a combo by activating Luminous Body instead of Dark Fire.

Once in Luminous Body, Firebrand is much faster, making most of his normal mix-ups harder to guard, and he gains new mix-ups using his jumping  . During Luminous Body, Bon Voyage combos into a jumping  performed just off the ground, creating an instant overhead to free damage! If an opponent is expecting you to overhead, mix them up by canceling the  into Hell Dive  , then do the mix-up again, or just go low with crouching  since your adversary has to guess if the overhead is coming.

All of Firebrand's special moves activate quicker and recover faster when Luminous Body is active, letting Firebrand excel at some areas where he couldn't before. If your opponent is keeping you out while Luminous Body is active, it's not a bad idea to resign yourself to throwing fireballs at them until the hyper combo ends, as they fire off incredibly quickly and recover early enough for Firebrand to get two out at a time, enough to at least irritate a character who can't obliterate his fireballs immediately! If you need to close distance, spit a Hell Spitfire  , then immediately use Bon Voyage on the ground: the fireball recovers quickly enough to let Firebrand glide in under the cover of his own fireball, sailing in safely right in front of his opponent.



When Luminous Body is active, jumping  can combo into Bon Voyage for a big damage instant overhead!

FIREBRAND  
NEW



# FRANK WEST

**"WHAT DO YOU MEAN I DON'T BELONG HERE? I'VE COVERED WARS, Y'KNOW."**

## Bio

### REAL NAME

Frank West

### OCCUPATION

Freelance Photographer

### ABILITIES

Has a number of professional wrestling moves at his disposal. He's also covered wars, y'know. His tough spirit lets him survive under even the most extreme conditions.

### WEAPONS

While he doesn't have a specific weapon, he can utilize objects in his surroundings, such as golf clubs, benches, bicycles—basically, whatever he can get his hands on.

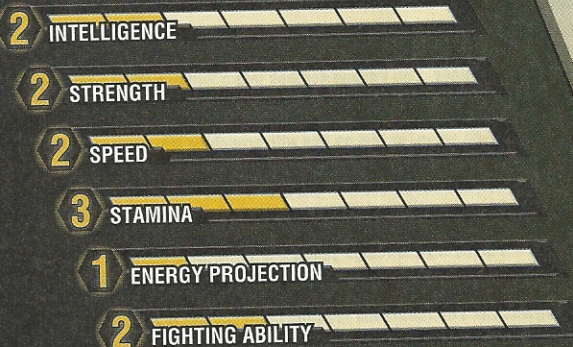
### PROFILE

Though he's armed only with his strength, if there's a scoop to be had, he's got the courage to take anyone on. His willingness to dive head-first into any dangerous situation has saved his life as many times as it has put him in mortal peril.

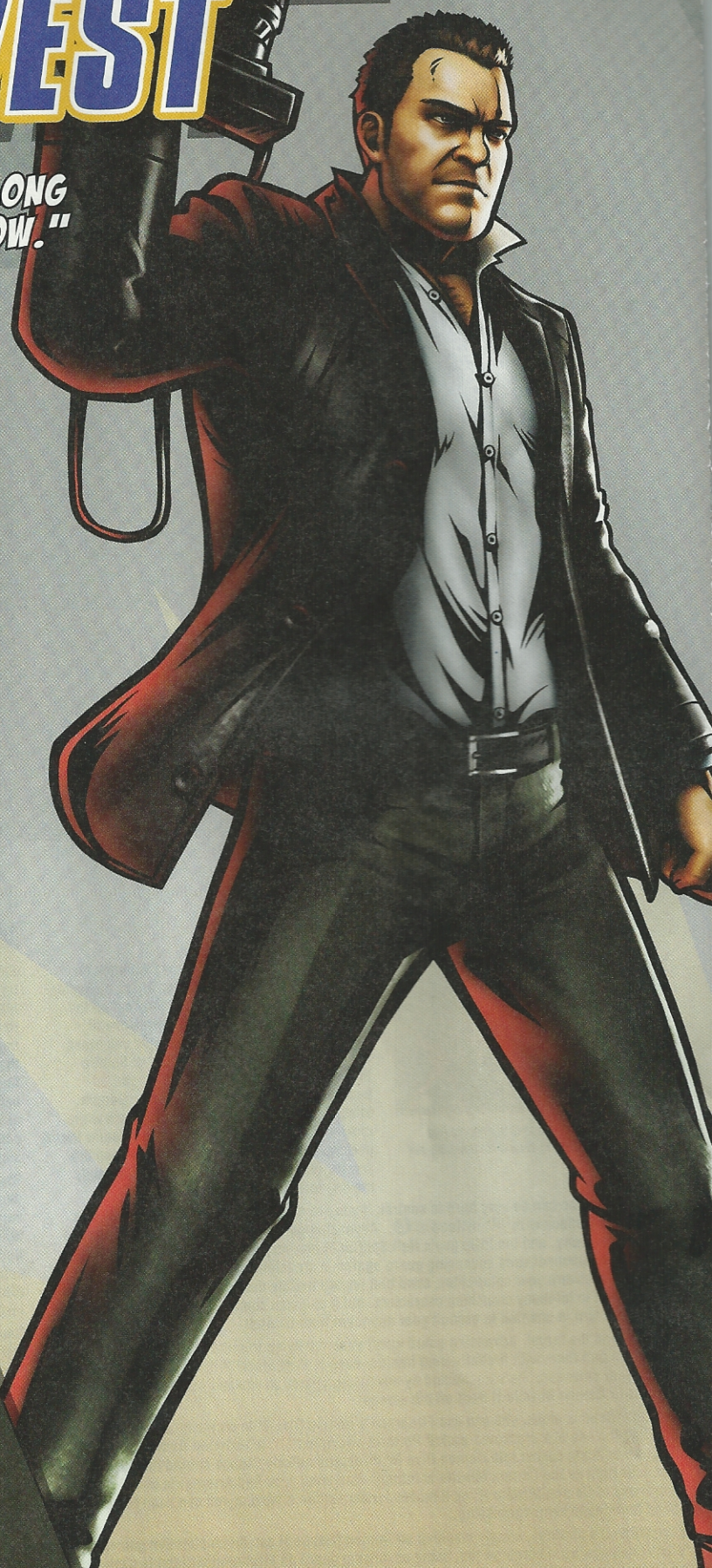
### FIRST APPEARANCE

Dead Rising (2006)

### POWER GRID

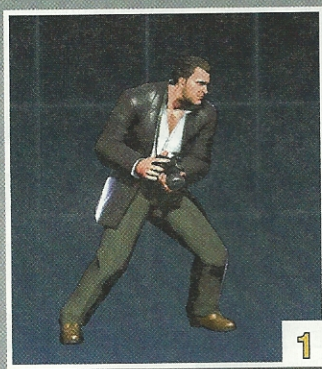


\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



## Overview

<b>Vitality</b>	<b>1,050,000</b>
<b>Chain Combo Archetype</b>	<b>Hunter Series</b>

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	135%	105%
Level 2 (2 teammates remaining)	160%	110%
Level 3 (1 teammate remaining)	185%	115%

From the beginning of the match, your number one priority when using Frank is to level up through use of his Snapshot attack, which earns him XP based on the number of hits in a combo. Gaining experience points and levels is important because:

He unlocks key functionality, including the special moves Barrel Roll, Roundhouse Kick, and the anti-air hyper combo Funny Face Crasher

Starting from level 3, he gains additional functionality during his basic attacks, including chip damage at level 4

His Tools of Survival special moves and assist become greatly enhanced, as well as his Survival Techniques hyper combo

With maxed-out XP, not only does he have terrific attacks, but they deal 10% additional damage

How does Frank go about scoring Snapshot combos to increase his level? In order of effectiveness:

By using air exchange to tag Frank in during a team aerial combo, which allows his teammates to build up the combo meter while he's on the bench; his own portion of the TAC combo gets naturally capped off with Snapshot to convert the hits into big XP

Mix-ups at level 2+ with crossover assists and Barrel Roll

Mix-ups at level 2+ between Tools of Survival H and Roundhouse Kick H, or crouching H when his opponent is guarding a crossover assist

Going for cross-up air H or M, or starting combos with the invincible portion of M attacks or the tip of crouching H slide

Off any clean hit, performing combos that emphasize number of hits instead of damage; more hits equals more XP

Using assists with large numbers of hits to find easy places to tack on Snapshot (something as simple as watching for the enemy to run into Doctor Strange—B, then using Snapshot as it ends is worth up to 11 XP, or as much as double that with Bottoms Up active!)

**FRANK WEST STARTS EACH MATCH AT LEVEL 1. JUST LIKE IN DEAD RISING, HIS LEVEL CAN BE INCREASED THROUGH PHOTOGRAPHY:**

Level	Level Perks	Total XP Required
Lv.1	Snap Shot, Object Throw, Tools of Survival, Giant Swing, Hammer Throw, Bottom's Up	0 XP (match start)
Lv.2	Barrel Roll, Roundhouse Kick	5 XP
Lv.3	Funny Face Crusher, improves all M and S attacks and st. H, improves Object Toss / Tools of Survival / Survival Techniques	20 XP
Lv.4	Improves all M and S attacks and st. H, improves Object Toss / Tools of Survival / Survival Techniques	50 XP
Lv.5	10% Damage Boost	100 XP



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	48,000	384	6	3	12	+1	-1	—
2	Standing <b>M</b> (Level 1-2)	1	60,000	480	10	3	22	-4	-7	—
3	Standing <b>M</b> (Level 3)	1	68,000	544	10	3	22	-4	-7	—
4	Standing <b>M</b> (Level 4-5)	3	109,800	1080	10	5	22	-2	-5	Deals chip damage
5	Standing <b>H</b> (Level 1-2)	1	70,000	560	14	4	28	-6	-9	—
6	Standing <b>H</b> (Level 3)	1	90,000	720	14	3	29	-6	-9	—
7	Standing <b>H</b> (Level 4-5)	5	166,700	1800	14	7	30	-7	-10	Deals chip damage



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	45,000	360	6	2	15	-1	-3	—
2	Crouching <b>M</b> (Level 1-2)	1	58,000	464	9	3	22	-4	-7	—
3	Crouching <b>M</b> (Level 3)	1	63,000	464	9	3	22	-4	-7	—
4	Crouching <b>M</b> (Level 4-5)	3	104,900	1032	9	7	20	-2	-5	Deals chip damage
5	Crouching <b>H</b>	1	63,000	504	10	12	19	—	-8	Low attack, knocks down



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching) (Level 1-2)	1	80,000	640	9	5	25	—	-7	Launcher, not special- or hyper combo-cancelable
2	<b>S</b> (while standing or crouching) (Level 3)	1	90,000	720	9	5	25	—	-7	Launcher, not special- or hyper combo-cancelable
3	<b>S</b> (while standing or crouching) (Level 4-5)	1	100,000	800	9	5	25	—	-7	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	50,000	400	5	8	13	+13	+11	Overhead attack
2	Air <b>M</b> (Level 1-2)	1	63,000	504	7	3	22	+19	+16	Overhead attack
3	Air <b>M</b> (Level 3)	1	70,000	560	7	3	22	+19	+16	Overhead attack
4	Air <b>M</b> (Level 4-5)	3	109,800	1080	7	12	22	+18	+15	Overhead attack, deals chip damage
5	Air <b>H</b>	1	65,000	520	11	5	20	+21	+18	Overhead attack





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b> (Level 1-2)	1	70,000	560	13	3	23	+16	+13	Causes hard knockdown if used in launcher combo
2	Air <b>S</b> (Level 3)	1	90,000	720	13	4	22	—	+18	Causes hard knockdown if used in launcher combo, ground bounces foe
3	Air <b>S</b> (Level 4-5)	1	110,000	880	13	4	22	—	+17	Causes hard knockdown if used in launcher combo, ground bounces opponent, deals chip damage
4	Air <b>↩</b> + <b>S</b> (during launcher combo)	2	105,000	880	11	4	Until grounded	—	—	Tags in next available ally while lofting adversary upward
5	Air <b>↩</b> or <b>↪</b> + <b>S</b> (during launcher combo)	2	95,000	800	13	4	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from rival
6	Air <b>↓</b> + <b>S</b> (during launcher combo)	2	95,000	800	13	4	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Object Throw – Pie (Level 1-2)	<b>↩</b> + <b>H</b>	1	50,000	400	12	—	35	-10	-13	Projectile has 3 low priority durability points, deals chip damage
2	Object Throw – Juice (Level 3)	<b>↩</b> + <b>H</b>	1	80,000	640	12	—	35	-7	-10	Projectile has 4 low priority durability points, deals chip damage
3	Object Throw – Bottle (Level 4-5)	<b>↩</b> + <b>H</b>	1	100,000	800	12	—	35	-5	-8	Projectile has 5 low priority durability points, deals chip damage
4	Knee Drop	(in air) <b>↓</b> + <b>H</b>	1	70,000	560	13	Until grounded	13	—	+4	Hard knockdown



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↩</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
	<b>↪</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
2	<b>↩</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
	<b>↪</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



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## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Frank West—α	Blue Light Special	Shopping Cart	7	104,100	1120	31	35	104	74	—
2	Frank West—β	Blue Light Special	Tools of Survival L	4	103,000	960	39	2(5)3(4) 3(4)3	134	104	Increases in strength with level ups, see special move list
3	Frank West—γ	Blue Light Special	Pick Me Up	—	—	3000	25	—	177	147	Adds 3000 points to hyper meter



You might find use for any of Frank's assists, but Frank West—α is the best all-around, with Frank West—β drawing honorable mention, especially if you level Frank up. On the other hand, a leveled-up Frank should really be out taking advantage of his powered-up attacks on point, making the usefulness of Frank West—β a bit of a catch-22.

Frank West—α is a unique attack that he himself does not have access to on point. In it, Frank runs out to midscreen with a shopping cart, dragging any targets he hits along the way. The shopping cart itself is covered in a large unbeatable hitbox, so even though Frank has no invulnerability, this attack usually beats other melee attacks your opponent throws out! Frank's shopping cart is weak to projectiles, as they simply pass through the shopping cart unfazed and hit Frank out of his attack.

Frank West—β functions a lot like other pinning melee assists, such as Chun-Li—γ and Dante—α, in that it allows your point character to approach and stage a mix-up while the opposing character is being held in place by Frank's survival tools, without you needing to worry about being pushed away by advancing guard. This assist gets better as Frank levels up since he uses whatever version of Tools of Survival he has equipped: a plunger at level 1, a push broom at level 3, and a chainsaw staff at level 4!

Frank West—γ causes Frank to jump out and down some juice, building 30% of a single meter very quickly. While it's comparable in speed to Amaterasu—γ, it is much slower than Morrigan—γ, which is really the assist you should go for if you really want to conjure hyper meter from thin air. Frank is just too slow and vulnerable during this assist and has more useful assists in general. Only consider this assist if your team is incredibly dependent on meter, and you absolutely must play Frank.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ ↙ + P1+P2	1	50,000	500- (~1 hyper meter bar)	2	4	25	—	-6

### Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Tools of Survival L (Level 1-2)	↓ ↘ ↙ + L	4	103,000	960	15	2(5)3(4) 3(4)3	22	+1	-2	Pulls foe toward Frank on contact
	Air Tools of Survival L (Level 1-2)	(in air) ↓ ↘ ↙ + L	4	103,000	960	15	2(6)3(3) 3(4)3	7	+16	+13	Pulls opponent toward Frank on contact
2	Tools of Survival L (Level 3)	↓ ↘ ↙ + L	8	130,700	1472	15	4(3)5(2) 5(2)5	20	—	-4	Knocks down
	Air Tools of Survival L (Level 3)	(in air) ↓ ↘ ↙ + L	8	130,700	1472	15	4(3)5(2) 5(2)5	7	—	+12	Knocks down
3	Tools of Survival L (Level 4-5)	↓ ↘ ↙ + L	10	162,400	2000	15	25	11	+8	+5	—
	Air Tools of Survival L (Level 4-5)	(in air) ↓ ↘ ↙ + L	10	162,400	2000	15	25	8	+11	+8	—
4	Tools of Survival M (Level 1-2)	↓ ↘ ↙ + M	1	90,000	720	20	3	33	—	-13	Wall bounces adversary
	Air Tools of Survival M (Level 1-2)	(in air) ↓ ↘ ↙ + M	1	90,000	720	20	3	33	—	-8	Wall bounces rival
5	Tools of Survival M (Level 3)	↓ ↘ ↙ + M	1	120,000	960	20	3	33	—	-13	Wall bounces competitor
	Air Tools of Survival M (Level 3)	(in air) ↓ ↘ ↙ + M	1	120,000	960	20	3	33	—	-4	Wall bounces target
6	Tools of Survival M (Level 4-5)	↓ ↘ ↙ + M	8	170,500	1920	20	11(1)2	22	—	-7	Wall bounces challenger
	Air Tools of Survival M (Level 4-5)	(in air) ↓ ↘ ↙ + M	8	170,500	1920	20	11(1)2	22	—	-3	Wall bounces foe
7	Tools of Survival H (Level 1-2)	↓ ↘ ↙ + H	1	80,000	640	27	3	31	—	-11	OTG-capable, knocks down
	Air Tools of Survival H (Level 1-2)	(in air) ↓ ↘ ↙ + H	1	80,000	640	27	3	Until grounded	—	+21	OTG-capable, knocks down
8	Tools of Survival H (Level 3)	↓ ↘ ↙ + H	1	110,000	880	27	4	30	—	-11	OTG-capable, ground bounces opponent
	Air Tools of Survival H (Level 3)	(in air) ↓ ↘ ↙ + H	1	110,000	880	27	4	30	—	+21	OTG-capable, ground bounces adversary



# Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
9	Tools of Survival H (Level 4-5)	↓ ↘ ↵ + <b>H</b>	1	150,000	1200	27	5	29	—	-11	OTG-capable, ground bounces rival
	Air Tools of Survival H (Level 4-5)	(in air) ↓ ↘ ↵ + <b>H</b>	1	150,000	1200	27	5	29	—	+21	OTG-capable, ground bounces competitor
10	Snapshot (in air OK)	↓ ↘ ↵ + <b>S</b>	1	10,000	80 (+500 on level up)	15	10	31	-25	-27	OTG-capable, gains XP based on number of hits in combo
11	Roundhouse Kick L	(at level 2 or higher) ↵ ↘ ↵ + <b>L</b>	—	—	—	—	—	—	—	—	Fake kick, takes 25 frames
12	Roundhouse Kick M	(at level 2 or higher) ↵ ↘ ↵ + <b>M</b>	1	70,000	560	16	5	24	—	-6	Hard knockdown
13	Roundhouse Kick H	(at level 2 or higher) ↵ ↘ ↵ + <b>H</b>	1	70,000	560	18	5	32	—	-14	OTG-capable, knocks down, low attack
14	Giant Swing L	↓ ↘ ↵ + <b>L</b>	2	50,000 + 80,000	400 + 640	28	21	8	—	+17	Thrown zombie is active for 31 frames, knocks down
	Giant Swing M	↓ ↘ ↵ + <b>M</b>	3	50,000 x2 + 80,000	400 x2 + 640	38	21	8	—	+17	Thrown zombie is active for 34 frames, knocks down
	Giant Swing H	↓ ↘ ↵ + <b>H</b>	4	50,000 x3 + 80,000	400 x3 + 640	48	31	8	—	+17	Thrown zombie is active for 30 frames, knocks down
15	Hammer Throw L	↵ (charge) ↵ + <b>L</b>	1	80,000	640	30	—	10	+15	+15	Zombie stops 1 low priority projectile
	Hammer Throw M	↵ (charge) ↵ + <b>M</b>	1	80,000	640	30	—	10	+15	+15	Zombie stops 1 low priority projectile
16	Hammer Throw H	↵ (charge) ↵ + <b>H</b>	1	80,000	800	40	—	10	+101	+15	Zombie stops 1 low priority projectile, captures foe for 111 frames
17	Bottoms Up	↓ ↓ + <b>S</b>	—	—	—	60	—	145 (after duration of power-up)	—	—	Gains double XP from Snapshot combos, lasts for 600 frames
18	Barrel Roll	(at level 2 or higher) ↵ + <b>S</b>	—	—	—	—	—	—	—	—	Forward roll that travels for 30 frames, can pass through opponent

**Tools of Survival L:** During this attack, Frank quickly stabs at his opponent several times with one of his zombie-busting tools. This has wildly different functions, depending on Frank's level. At level 1, Frank plunges a plunger toward his foes, pulling them closer to him when it connects, while at level 3, he sweeps them away with a long push broom, and at level 4 and above, he slashes at his target once with a long chainsaw on a stick.



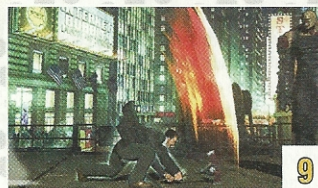
The level 1 version of this attack is best used in combos, where it piles on the hits and gives Frank more XP per combo. Outside of combos, it has little range, and the pulling functionality of the attack doesn't work if the opponent uses advancing guard, leaving Frank blindly stabbing at the air. Once at level 3, you can poke at your opponent more effectively because the move has much more range and knocks down your competitor if it hits, making it a decent poke from the ground and the air. It's not technically safe if guarded, but it basically is from the edge of its range. At level 4, this attack becomes a great tool for constantly attacking your opponent, as it deals 75,000 points of chip damage on block and a massive 164,000 points of damage on hit while creating frame advantage for Frank in either case!



**Tools of Survival M:** This weapon-based attack causes Frank to pull out a large bat on the ground or in the air and swing for the fences, bouncing his opponent off the wall when it hits. At level 1, Frank doesn't recover in time for you to combo off the wall bounce outside of corners without an assist or a hyper combo. But once at level 3 and above, you can have Frank combo off the wall bounce when it hits without a

crossover assist, and it easily combos from other attacks, making it a great tool to add on hits for your level-building combos. Frank's mobility isn't the best, however, making it difficult for Frank players to convert this wall bounce into a combo outside of the corner.

This attack is unsafe when guarded, so try to avoid throwing it out blindly and keep it for use strictly in combos. Level 4 Tools of Survival M functions similarly to the level 3 version, except Frank throws away his bat and swings at his opponent using a chainsaw! The level 4 version deals chip damage when guarded, but it is still unsafe from punishment if an attentive adversary guards it.



**Tools of Survival H:** Frank swings downward at his opponent with an overhead attack, striking them with enough force to bounce them off the ground! This attack is unsafe on block, making it a fairly risky overhead that should only be thrown out in a combo or with a crossover assist to back it up; when the lv.1 overhead hits on the ground, it's very difficult to combo off the bounce.

After air Tools of Survival H, you can easily pick your rival up with **S** launcher, making it one of Frank's best tools to extend combos at lower levels. This attack is also OTG-capable, making it a great combo-extending tool to add additional hits after flying screen!

At levels 3 and 4, your competitor bounces much higher when the attack hits, making follow-ups easy even on the ground. But remember that the attack is still unsafe when guarded, so you should only throw it out under the cover of a crossover assist.

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10

opponent's counter-attack, Frank remains on the defensive, which is definitely not recommended.

Levels are gained at 5, 20, 50, and 100 XP. Frank really isn't a complete character until lv.3 (Barrel Roll and Funny Face Crusher being really important), and he isn't a great one until lv.4 (huge improvements to many moves), so you must make XP part of your gameplan. Until Frank is at lv.4, it's the only gameplan, really; damage along the way is incidental to the goal of getting Frank's hands all over Chuck Greene's chattering chainsaws.

Luckily, it's not that hard. Off a single clean hit, even by himself without the aid of assists, Frank should get at least lv.3. But there's an even better way. If you put Frank in the second slot, you can revolve your gameplan around having a previous character hand off the longest possible combo to Frank via a team aerial combo. Score at least a solid 20-30 hit combo with a character or two performing air exchanges before Frank, and then Frank himself can easily cap it off and finish with a Snapshot to START at lv.4! Obviously, this is ideal: lv.4 brings the chainsaw pain, and the lv.5 damage buff is just a nice luxury to attain (if you get there, you are probably not having many problems in a given match, anyway).

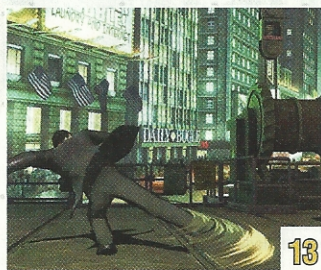
You can also speed level-ups by working multiple Snapshots into the same combo, which can give you essentially double credit for a long sequence; for example, by calling an assist (many will do) just before performing a Snapshot OTG after a lengthy air combo, you can usually recover and Snapshot again! (Of course, Snapshot is hyper-cancelable, and so you can also tack on solid damage with Blue Light Special or Survival Techniques in any case.) If the chips are down or you just smell blood, you can also use X-Factor to cancel one Snapshot into another and then immediately into a hyper combo; when this technique K.O.s one character while building instant lv.4/5 and an angry red Frank to mix up the next character with, it can be very much worth the effort.



11

**Roundhouse Kick L:** The Roundhouse Kick attacks are only available when Frank is at level 2 and above, and their function differs depending on the button pressed. During the L version, Frank hops toward his opponent with a feint, hopefully coaxing the foe to hesitate. Cancel into this from a blocked attack, performed at the same time as an opponent's advancing guard, and Frank bypasses the push back, leaving him in front of the opposing character.

This tactic might be punished if not covered by a crossover assist, however. Roundhouse Kick L becomes most useful once your adversary is aware of your Barrel Roll mix-ups; mix in a Roundhouse Kick L instead of a Barrel Roll to keep your competitor guessing!



13

**Roundhouse Kick H:** During the H version of Roundhouse Kick, Frank hops and then performs an OTG-capable low-hitting kick, knocking his opponent back into a soft knockdown.

You can only combo after this attack when combined with a crossover assist or by canceling into a hyper combo, but this is Frank's only low attack aside from crouching  $\bar{H}$ , so you'll need to occasionally use it to keep your opponents from constantly guarding while standing.

Use it as a mix-up along with Tools of Survival H; call an assist to mask your attack and place the foe into guardstun, then make your adversary guess whether to block the overhead or the Roundhouse Kick H low attack!

Roundhouse Kick H is also a good OTG to use in combos after you've already caused a ground bounce with Tools of Survival H; using Tools of Survival H a second time prevents you from hyper canceling and actually having it combo, but Roundhouse Kick H works. Of course, either case assumes that you don't need to end combos with Snapshot canceled into a hyper combo for photography XP anymore, which should only happen at level 4 at the earliest.



15

**Hammer Throw L & M:** When this attack is performed, Frank pulls out a zombie and tosses them ambling toward his opponent. The L version of this attack throws a zombie that walks slowly, while the M version throws a faster-moving zombie. While this attack has only one point of low projectile durability, the zombie can completely stop any single projectile, and it recovers extremely quickly, fast enough to

have multiple undead clambering toward your competitor! While strong against characters who fire single projectiles, characters with beam attacks are able to destroy the zombie and continue hitting Frank, limiting its usefulness against them.

When advancing guard is used, Frank isn't pushed back at all because these zombies count as different characters, much like an assist! From midscreen, Frank can Hammer Throw L zombies quicker than many opponents (even those with projectiles) can react! Characters without projectiles can do little to keep Frank from slinging the fiends, so use them to force an adversary to jump, then grab them out of the air with Funny Face Crusher. You can also employ slow-moving Hammer Throw L zombies sort of like how Guile uses slow Sonic Booms... toss one, then follow closely behind it for cover!



12

**Roundhouse Kick M:** The M version of Roundhouse Kick causes Frank to rush toward his rival and kick straight at the target, causing a hard knockdown on hit. Since it places the opponent in hard knockdown, it leaves you in position to OTG the foe with Tools of Survival H or Snapshot! This attack is unsafe when guarded, so you should only use it inside of combos.



14

**Giant Swing:** This attack causes Frank to pick up a wayward zombie, then swing them in a classic pro-wrestling fashion toward his opponent. Each button pressed causes Frank to spin the zombie more: one spin during the L version, two spins during the M version, and three swings during the H version. While this attack has significant startup time, Frank is not only safe when his adversary guards this attack, but he's

left at huge frame advantage, allowing him to pile on the pressure while attacking his rival; on hit, you can convert this into a combo by simply using his  $\bar{S}$  launcher! Frank gets more frame advantage and more chip damage depending on the button used, but at the risk of the opposing character's advancing guard: the more hits, the farther they can push Frank away with advancing guard, limiting his ability to exploit the massive frame advantage.

This attack is vital against characters who can keep Frank out with projectiles, since the thrown zombie completely ignores enemy projectiles, passing through all of them on the way toward the opponent! If the thrown zombie hits the target, it only places them in soft knockdown, limiting your chance to convert into a combo, but it completely stops an onslaught of projectiles for enough time to allow you to get Frank in and start his offense. If Frank is hit before he throws the zombie, the attack ends, so make sure you have an opportunity to let one fly before attempting to shut down a zoning onslaught.



16

**Hammer Throw H:** This attack has more startup time than its lighter counterparts, but the quick zombie released grabs and briefly captures the opposing point character if they get hit by it, giving you time to have Frank wavedash across the screen and start a full combo. Unlike a throw, when the zombie grabs your opponent, it applies normal damage scaling, making the combo after a successful grab deal the same damage as a normal combo!

It's most useful to get Hammer Throw H zombies out there against foes lacking projectiles, when you've generated heavy frame advantage in a zoning war (such as through the use of an assist), or against new characters falling in to replace defeated allies.



**Bottoms Up:** When this special move is performed, Frank pulls out a bottle of adult refreshment and chugs it down, and, as long as the power-up is active, Frank gains experience twice as fast, gaining two points of experience for every hit in a combo. This boost comes with a price, however, because after 10 seconds have passed, Frank purges the liquid out of his body, leaving him vulnerable to attack.



17

**Barrel Roll:** During this special move, Frank uses his war-covering experience and rolls toward his opponent. While this attack doesn't hit, it can be used in mix-ups along with a crossover assist since it only lasts 30 frames and can have Frank change sides with his rival, quickly crossing them up, even in the corner! Barrel Roll can be canceled at any time with a special move, allowing you to fake a cross-up by canceling into Tools of Survival L! Unlike many command-based special maneuvers, you can call a crossover assist during Barrel Roll, giving you more flexibility when timing an assist to cross up!



18

Frank still must connect with Snapshot for this boost to be effective, so try to activate Bottoms Up under the cover of an assist that hits for a while; activate the power-up, then rush in on your opponent while they're still under attack from the assist! Frank can keep from barfing by tagging to a different character through a THC, TAC, crossover counter, or a crossover attack; as long as Frank leaves the playfield, he won't barf!

You can also utilize this attack to cancel the landing recovery of Knee Drop, giving Frank more time to mix up his adversary after a guarded overhead hit. While Frank has no invulnerability during the attack, he has a much smaller profile while rolling, making him harder for foes to hit. Even with a smaller profile, however, he is susceptible to a competitor pressing buttons, so be sure to call a crossover assist before using it to ensure Frank's safety.

## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Blue Light Special	↓ ↘ ↙ + ATK ATK	9-18	248,100-297,700	12+2	62	45	—	-35	OTG-capable, wall bounces foe, can be mashed for extra damage, shopping cart nullifies projectiles and some beam attacks
2	Funny Face Crusher	(at level 3 or higher) ↓ ↘ ↙ + ATK ATK	8	260,000	6+4	5	21	—	—	Frames 1-12 invincible, throws airborne opponents, hard knockdown
3	Survival Techniques (Level 1-2)	↓ ↘ ↙ + ATK ATK	7	253,100	8+4	15	21	—	-13	Knocks down
3	Survival Techniques (Level 3)	↓ ↘ ↙ + ATK ATK	8	312,000	8+4	15	21	—	-13	Frames 1-17 invincible, knocks down
3	Survival Techniques (Level 4-5)	↓ ↘ ↙ + ATK ATK	15	356,100	8+4	15	21	—	-13	Frames 1-25 invincible, knocks down



1

**Blue Light Special:** When this attack is performed, Frank loads up a shopping cart full of chainsaws

and other assorted Tools of Survival and charges toward his opponent! This attack is best used as a combo ender when used after Snapshot at low levels, since it can be mashed for 49,600 additional points of damage, which is more than is dished out by low-level Survival Techniques.

While this hyper combo is OTG-capable, it's best to end your combos with Snapshot first anyway; when used as an OTG, Snapshot can be quickly hyper combo canceled into Blue Light Special, and it will still connect! If your competitor guards this attack, it's unsafe, so try to only use it in combos or to THC into a different character to put Frank back on the bench. This attack is great to use to THC Frank back onto the bench, as it hits several times against a guarding target and, on hit, wall bounces your foe, allowing most characters to fully connect their follow-up hyper combo.

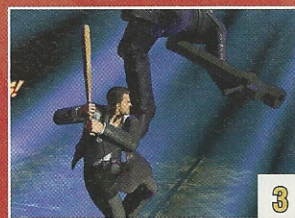


2

**Funny Face Crusher:** This hyper combo causes Frank to jump in the air with a Servbot-shaped

mask in an attempt to throw any opponents out of the skies. Funny Face Crusher is a partially invincible air-throw that can grab an adversary even if they're trying to block! This attack is one of Frank's only defensive attacks, but he can only use it at level 3 and above.

This attack is fully invulnerable for the first 12 frames, making it an excellent anti-air against predictable air movement. Frank can make use of this on the bench, too: if an opposing character is clearly jumping straight toward Frank, quickly perform your point character's fastest hyper combo and immediately THC into Funny Face Crusher, letting Frank jump in and grab his foe from the air!



3

**Survival Techniques:** Frank rushes toward his opponent, and if he connects, he unleashes a flurry of attacks on the target using a variety

of different weapons! This hyper combo is best used in combos because if it whiffs or is guarded, Frank doesn't perform any additional attacks, leaving him completely unsafe. This attack can also only hit your opponent's point character; even if Frank runs into an assist, they won't be caught by the rest of the attack.

At level 1, it's best to avoid using this hyper combo and use Blue Light Special instead, as it deals more damage and can hit both point character and assist. Once you reach level 3, however, this hyper combo becomes Frank's most useful by far, as it gains 17 frames of invincibility, allowing you to use it as a reversal! The damage dealt by the level 3 and onwards versions also greatly eclipses that of Blue Light Special, making it the go-to hyper combo once you've had Frank get sufficiently leveled up.

**"SOMEONE NEEDS TO GET THE TRUTH TO THE PEOPLE. I'LL DO WHATEVER IT TAKES TO SURVIVE FOR THAT PURPOSE."**

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# Battle Plan



Frank's offense is a little underwhelming before at least level 3, but his **M** attacks have great range and priority at any level; air **M** at any level is his best attack.



Regardless of whatever else you're worrying about, when using Frank, your main goal is to level him up.



Giant Swing tosses zombies clear through your opponent's projectiles, which is very useful to overcome hardcore zoning.



Against some teams and characters, sending a horde of zombies at your adversary with Hammer Throw can be very effective, coaxing foes into position to be hit by Frank's air **M** attacks, Barrel Roll cross-ups, and Funny Face Crusher.

To be perfectly honest, Frank West isn't a complete character at the start of any match, but that's by design. He has very limited reach, struggles to get in due to his poor mobility, gets destroyed by zoning characters, and can't mix up the opponent much at all—he has one low attack (his crouching **H** slide) and one slow overhead (which you can't convert into a combo without a hyper cancel or an assist). If Frank is at level 1, his best place is on the bench, helping the team with his assists, which can all be great on the right team. Your number one goal with Frank is to get him to at least level 2 so that he gains access to Barrel Roll and you can actually start mixing up your opponent.

But this does not make Frank a useless character; far from it, as he becomes a very strong fighter at level 3 and above. The easiest way to get there is through a TAC combo: Frank gains levels depending on the number of hits in the combo, but he doesn't actually have to perform those hits himself! If you build your team around landing a TAC combo into Frank, you can skip over his lesser levels entirely. For the team aerial combo lead-in to Frank, while more hits are better, if a character can perform a combo with 15 hits (and most can), Frank can pick up the slack by himself to get to at least level 3, and with an assist, straight to level 4 the first time Frank comes into the game! As long as you can build a combo with 19 hits before you use Snapshot, Frank will be able to enter the game as a very formidable combatant.

If you are ever forced to fight with low-level Frank, things aren't as bleak as they might seem. While Frank has a difficult time opening up an opponent by himself, his chances increase a lot with an assist; he only needs a five-hit combo to level up to level 2, which is easily achievable with assists. Since Frank needs as many hits in a combo as he can, multi-hitting and beam assists really help him out; Doctor Doom— $\alpha$ , Dante— $\beta$ , and Chun-Li— $\gamma$  are all great, since they apply at least six hits on their own before you start your combo. This means you can simply visually confirm whenever these assists hit your adversary (or their assist!) and tack on Snapshot for enough XP to ding to at least level 2, if not more! And, all of these characters have long combos they can hand off with an air exchange hit to TAC to Frank, making them perfect for bringing Frank in at level 3 or 4.

Keep in mind that Snapshot can hit assists and that combos against assists *do* count toward Frank's photography XP; if you happen to start hitting the opponent's assist but not their point character, perform as long a combo against the assist as you can without completely compromising Frank by overcommitting (for example, if the opposing player using Dormammu is waiting to Chaotic Flame you to death if you touch an assist, don't take the bait!), then call an assist to give Frank a little bit of cover and finish with Snapshot. Even something as simple as reacting with Snapshot whenever your beam assist catches their assist can go a long way toward getting Frank to more powerful levels! Note that Snapshot can't hit both their assist and point together, though, so put XP-gathering on hold if you catch two enemy characters in a combo at once, and replace Snapshot OTG with Tools of Survival H.

Even at low levels, Frank's **M** attacks are all worth mentioning. Think of a slightly slower, but much longer, version of Wesker's crouching **M**. Whether on the ground standing or crouching, or jumping in the air, Frank's **M** pokes allow him to go toe-to-toe with the basic attacks and close-range tactics of just about anyone. And at higher levels, his **M** attacks number among the best basic attacks in the game, period.

Once Frank reaches level 2, he gains access to Barrel Roll, which gives you a chance to have him stage real mix-ups against his opponents. While Barrel Roll isn't great defensively (it has no actual invulnerability), it allows you to convert a blocked chain combo into a left/right mix-up when used with an assist, greatly improving your odds of having Frank actually land a hit. To use Barrel Roll effectively, simply get Frank next to his adversary and perform it while calling a crossover assist; this is a simple, generic mix-up, but all you're looking for is a single clean hit, which should easily translate into at least level 3 via simple combos. This is best done with frame advantage, such as by canceling a guarded basic attack into Barrel Roll. It can also be very useful for performing just under a rival as they're about to land from a jump.

If the crossover assist hits as Frank Barrel Rolls through them, go straight into a combo when Frank recovers—it doesn't need to be optimized for damage, just tailored to get enough hits before Snapshot to assure a level-up. With the right assist, a simple **S** launcher into air **M** **M** **H** **S**, land OTG Snapshot combo should be enough to get Frank to level 3!

Combining Frank's Knee Drop air attack with Barrel Roll (and the Roundhouse Kick moves that are also learned at level 2) gives Frank his most potent mix-ups. See the Advanced Tactics section for more details. Barrel Roll mix-ups are also quite applicable to new characters falling in after a K.O. or snap back; have Frank dash into the corner briefly, call an assist that is going to face *out* of the corner just as the new challenger falls in, then have Frank Barrel Roll back *out* of the corner!

If you can get Frank to level 3, he becomes a very solid character whose goal should still be to gain more XP; while Frank is serviceable at level 3 and capable of handling most of the characters in the game off by himself, he becomes a true force to be reckoned with once he gets some wicked chainsaws at level 4. However, especially at levels 1 to 3, there are certain times when you are forced to deal with your opponent's long range game. From long range, Frank isn't great; his only projectile counters are Hammer Throw, Giant Swing, and Object Toss, and each has their own disadvantages. If Frank is being kept out by zoning tactics and your crossover assists can't win the fight for you, you need to remain calm and look for an opportunity to interrupt the opposition.

Unfortunately, there is no easy answer; Frank's projectiles all work best in extreme situations, and they need to be planned for accordingly. If your opponent is firing single projectiles without a beam, look for a chance to hold a charge and start trading with Hammer Throw; the zombies thrown by Hammer Throw eat up regular projectiles, giving you the chance to eventually win out because Hammer Throw recovers incredibly quickly! If you can get Hammer Throw L out and force your adversary to guard, you can use that time to close the distance and prepare a mix-up against your rival. You can also use Object Toss, depending on Frank's level, to force projectile trades long enough to get your opponent to react, letting you end the fireball war and prepare a chance to hit your target. Your foes can knock zombies over simply by hitting them, but if that's how they choose to react, have Frank wavedash in behind a zombie, and be ready to tag them with the tip of Frank's slide as they waste their time punching Frank's undead buddy.

If your opponent is overwhelming you with beams and assists, there's very little Frank can do other than try to get Giant Swing out. Giant Swing's zombie completely ignores all low and medium priority projectiles; Frank may take a little damage, but the zombie can stop the opposing character from throwing projectiles long enough for Frank to get in! If you can get a Giant Swing zombie out, prepare to have Frank immediately wavedash toward his rival while calling a crossover assist, as this is the best opportunity you'll have to mix up your competitor.

While being patient and waiting for a chance to interrupt a zoning character, keep in mind that Frank is one of the smallest characters in the game when he's crouching! Although Frank can't keep up with beam-oriented zoning characters in terms of projectile output or durability in any circumstance, he can very comfortably just crouch underneath many primary beams, like Iron Man's Unibeam, Doctor Doom's Plasma Beam, or Sentinel's **H** lasers! And, of course, you can call assists while crouching, or even use Frank's crouching **H** slide to gain a little ground.

Once Frank gets to level 3, he can start turning the tide on his opponent. Having access to Funny Face Crusher is enough; each of Frank's offensive tools becomes better when he can destroy an adversary when they jump! From mid range, get Frank into a position to keep throwing Hammer Throw L at your rival; you don't have to worry about enemies guarding Hammer Throw zombies and pushing Frank away with advancing guard because the game considers Frank's zombies separate from Frank, meaning that your opponent's advancing guard is only affecting them instead of Frank! This won't work against characters with a beam, as the beam can penetrate through the zombie and hit Frank, but enemies who lack beams must jump at some point in order to get away from the zombies. Once your opponent jumps, wait and see what they do: if they normal jump, immediately hyper combo cancel into Funny Face Crusher for some free damage! If they super jump, wait and see where they are going to land and prepare a cross-up mix-up with your crossover assists and Barrel Roll; call the crossover assist as the foe lands, and Barrel Roll to make them guess where they need to block! Barrel Roll can be canceled at any time with any special move, and you can call assists during Barrel Roll, giving you plenty of flexibility when mixing your challenger up. If they're getting used to your normal Barrel Roll with crossover assist timing, mix it up by canceling Barrel Roll into Tools of Survival L, or by calling your assist later or earlier during the Barrel Roll!

Foes who normal jump or attack at low altitude with triangle jumps and square jumps and similar attacks can also be met in midair with the tip of air **M**. Press the **H** button right afterward to buffer air **H**; if air **M** contacts the target, Frank chains to air **H** automatically, and you'll have time to confirm and score a delayed air **S**, then have him land and proceed to juggle his opponent severely. Your follow-up options differ greatly depending on Frank's level; see Combo Usage section and the Combo Appendix for many reliable possibilities.





Frank's makeshift survivalist weapons become downright preposterous at lv.4+, with drastically increased range, damage, and hits.



Lv.4+ Object Toss actually makes Frank into one of the game's stronger regular projectile characters. Use Hammer Throw and Object Toss to complement each other and control ground level against non-beam characters.

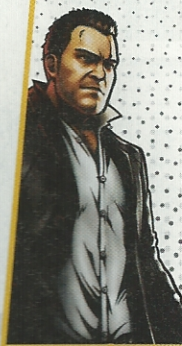
risk and high reward! Even Frank's jumping **M** deals chip damage when guarded, making him threatening whenever he blindly jumps! The arc of the chainsaws also makes air **M** into an instant overhead if you perform it just after jumping forward; chain into another air **M** after three hits, let the second one go for three more hits, then chain into air **H** before landing and starting a ground combo!

At level 3 and 4, Survival Techniques changes from a mere hyper combo to a completely invincible reversal technique; if your rival tries to use a raw hyper combo on Frank at all, simply cancel whatever you're doing into Survival Techniques for a reversal into big damage! (This is similar to Wesker using Rhino Charge, Spencer using Bionic Lancer, or Iron Fist using Iron Rage in retaliation to an opponent's close-range hyper combo.) At level 4, you don't need to be as fixated on landing a combo with Snapshot as you are with Frank at lower levels, but it's still worth using Snapshot as your OTG of choice until level 5. The only reason *not* to OTG with Snapshot in combos before level 5 (where you can replace it with the more damaging Tools of Survival H or Roundhouse Kick H OTG attacks) is if you've caught two characters at the same time. Snapshot won't hit both the opposing point and their assist at once, so you'll drop their assist out of the combo and forego tons of potential damage if you use Snapshot in that situation. For consistency, finish combos against two characters at once with a hard knockdown, then Roundhouse Kick H into Blue Light Special (Survival Techniques is a "cutscene" hyper combo that cannot hit multiple characters together).

While Frank is very strong at level 4 and above, he is not invincible, so you may still need to fall back on Hammer Throw and Giant Swing to get past zoning characters. Note that past level 3, Object Toss is upgraded quite a bit, becoming a very strong projectile with 5 points of low priority projectile durability, allowing Frank to overpower single projectile zoning characters with ease!

Once you can get Frank to level 4, your gameplan should change significantly. No longer should you be concerned with trying to score clean hits and set up ideal Snapshot combos, but instead, you should be focused on simply pressuring your opponent! With *significant* upgrades conferred to all **M** and **S** attacks, standing **H**, and Tools of Survival and Survival Techniques, Frank's damage output increases considerably. **M** attacks and standing **H** even deal chip damage to adversaries once Frank is at lv.4! While the chip damage isn't significant, it's plenty to pressure your competitor into striking back by pressing buttons, which is always advantageous.

Barrel Roll becomes more useful than ever; even if your foe guards everything, you're guaranteed at least some damage through chip from constant **M** attacks, making Frank all the more threatening. At level 4, you should make *extremely* liberal use of Tools of Survival L while attacking; Frank is left at a frame advantage even if guarded, making his offense low



FRANK WEST  
NEW

## COMBO USAGE

**I. (REQUIRES LEVEL 1~2 FRANK) CR. **M**, ST. **H**, CR. **H**  $\xrightarrow{\text{CANCEL}}$  **S** FORWARD SUPER JUMP, AIR **M**, **M**, **H**  $\xrightarrow{\text{CANCEL}}$   $\downarrow \swarrow \rightarrow \oplus$  **H**, LAND, CR. **H**, **S**  $\xrightarrow{\text{CANCEL}}$  FORWARD SUPER JUMP, AIR **M**, **M**, **H**  $\xrightarrow{\text{CANCEL}}$   $\downarrow \swarrow \rightarrow \oplus$  **L**, **M**, **S**, LAND, WAVEDASH FORWARD TWICE,  $\downarrow \swarrow \rightarrow \oplus$  **S** OTG  $\xrightarrow{\text{CANCEL}}$   $\downarrow \swarrow \leftarrow \oplus$  **ATK** **ATK****

592,200 damage, 1% meter gain, takes Frank from lv.1 to lv.3

The **M** **S** link after Tools of Survival L in midair does not work if this combo is started with a jump attack. Instead, just perform air **M**, **M**, **H**, **S** when an additional hit precedes **Combo I**. This also means that Frank only reaches level 2 instead of 3, meaning  $\downarrow \swarrow \leftarrow \oplus$  **ATK** **ATK** is not more damaging than  $\downarrow \swarrow \rightarrow \oplus$  **ATK** **ATK**. Cancel into  $\downarrow \swarrow \rightarrow \oplus$  **ATK** **ATK** instead when the combo doesn't ding Frank to lv.3.

Like with most of Frank's combos, the Snapshot OTG can be replaced by either Roundhouse Kick H or Tools of Survival H for more damage, though it's not worth passing up XP unless Frank is maxed out at level 5.

**II. (REQUIRES LEVEL 1~2 FRANK) CR. **H**, **S**  $\xrightarrow{\text{CANCEL}}$  FORWARD SUPER JUMP, AIR **M**, **M**, **H**  $\xrightarrow{\text{CANCEL}}$   $\downarrow \swarrow \rightarrow \oplus$  **H**, LAND, ST. **M**, CR. **M**, ST. **H**, **S**  $\xrightarrow{\text{CANCEL}}$  FORWARD SUPER JUMP, AIR **M**, **M**, **H**  $\xrightarrow{\text{CANCEL}}$   $\downarrow \swarrow \rightarrow \oplus$  **L**, **M**, **S**, LAND, WAVEDASH FORWARD TWICE,  $\downarrow \swarrow \rightarrow \oplus$  **S** OTG  $\xrightarrow{\text{CANCEL}}$   $\downarrow \swarrow \leftarrow \oplus$  **ATK** **ATK****

578,200 damage, 1% meter gain, takes Frank from lv.1 to lv.3

This is a modification of **Combo I** designed to take Frank to level 3 off a hit from his crouching **H** slide, which is his only low attack at level 1 (and the only low attack he can combo off of on his own at any level). The slide travels a fair distance, and if you hit with the last few active frames of it, Frank is actually left either neutral or at a tiny frame advantage. Couple this with Frank's tiny profile while crouching, and you may have ample opportunity to have him slide in under enemy attacks. Try to aim with just the tip of the slide, like how Rose players use her slide in the *Alpha* or *SFIV* series. Poke with it liberally from the tip of its range, ready to chain into **S** launcher and then this combo on a successful hit. At level 2 or higher, you can cancel slide into Barrel Roll for more trickery, like to call an assist, fake a slide, then cancel into a roll that passes through the foe; your assist now comes out against their back!

**III. (REQUIRES LEVEL 1~2 FRANK) CR. **M**, ST. **H**, CR. **H**, **S**,  $\xrightarrow{\text{CANCEL}}$  FORWARD SUPER JUMP, AIR **M**, **M**, **H**,  $\downarrow \oplus$  **H**, LAND,  $\text{P1} \Rightarrow \text{P2}$  (MAGNETO— $\beta$ ),  $\downarrow \swarrow \rightarrow \oplus$  **S** OTG (GRAV HITS), **S**  $\xrightarrow{\text{CANCEL}}$  FORWARD SUPER JUMP, AIR **M**, **M**, **H**, **S**, LAND,  $\text{P1} \Rightarrow \text{P2}$  (GHOST RIDER— $\alpha$ ),  $\downarrow \swarrow \rightarrow \oplus$  **S** OTG (GHOST RIDER HITS), CR. **H**,  $\xrightarrow{\text{CANCEL}}$  FORWARD SUPER JUMP, AIR **H**, **S**, LAND,  $\downarrow \swarrow \rightarrow \oplus$  **S** OTG  $\xrightarrow{\text{CANCEL}}$   $\downarrow \swarrow \leftarrow \oplus$  **ATK** **ATK****

682,300 damage, 30% meter gain, takes Frank from lv.1 to lv.4

This combo, which requires Magneto and Ghost Rider, shows how you can use assists to prolong combos and get multiple Snapshots in one sequence. This combo takes Frank to lv.4 all the way from 0 XP... and it takes him clear to lv.5 if Bottoms Up is active! After air  $\downarrow \oplus$  **H** hits, call Magneto immediately, but wait a moment before doing  $\downarrow \swarrow \rightarrow \oplus$  **S**. This ensures that the orbs hit directly after the camera flash.



## COMBO USAGE CONT.

### IV. (REQUIRES LEVEL 1~2 FRANK) AIR ↓ + H, ↓ ↘ → + S OTG → ↓ ↘ → + ATK/ATK (MASH ATK)

347,400 damage, 94% meter loss

Here's a basic combo off of Frank's air ↓ + H Knee Drop overhead. You may replace ↓ ↘ → + S with ↓ ↘ → + H for additional damage (410,400 for the combo overall), and you're only giving up 2 XP because the combo before the hyper combo is so short. Verify whether knee drop has hit or not before continuing with an OTG in either case, and see the Advanced Tactics section for follow-ups if guarded. Once Frank is at level 3 or higher, it's better to end with Survival Techniques rather than Blue Light Special.

### V. (REQUIRES LEVEL 3 FRANK) CR. M, ST. H, CR. H → S FORWARD SUPER JUMP, AIR M, M, H → ↓ ↘ → + L, M, S, LAND, WAVEDASH FORWARD, ↓ ↘ → + H, CR. H, S → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, ↓ ↘ → + S → ↓ ↘ → + ATK/ATK

648,600 damage, 14% meter gain

This is Frank's bread and butter combo while he's at level 3.

### VI. (REQUIRES LEVEL 4~5 FRANK) CR. M (3 HITS), ST. H (3 HITS), CR. H, S → FORWARD SUPER JUMP, AIR M (3 HITS), M (3 HITS) → ↓ ↘ → + L, M (3 HITS) → ↓ ↘ → + L, S, LAND, WAVEDASH FORWARD TWICE, ↓ ↘ → + H, ST. H (3 HITS), S → FORWARD SUPER JUMP, AIR H, S, LAND, ↓ ↘ → + S → ↓ ↘ → + ATK/ATK

774,400~834,100 damage, 80~92% meter gain, gains enough EXP to bring Frank from level 4 to level 5

A level 4 combo designed to max out Frank's XP at level 5, without the use of Bottoms Up. At level 5, you can replace the final Snapshot OTG with Roundhouse Kick H for slightly more damage if XP is no longer a goal.

### VII. (REQUIRES LEVEL 1~2 FRANK) CR. M, ST. H, CR. H → ST. H, CR. H, S FORWARD SUPER JUMP, AIR M, M, H → ↓ ↘ → + H, LAND, ST. H, CR. H, S → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, WAVEDASH FORWARD TWICE, ↓ ↘ → + S → ↓ ↘ → + ATK/ATK (MASH ATK)

854,300~1,110,400 damage, 24~63% meter gain

This is a basic, hit-confirmable X-Factor combo. If you've caught two characters at once, use Roundhouse Kick H rather than Snapshot to OTG at the end; otherwise, the assist drops out before the hyper combo finishes.

## ADVANCED TACTICS

### KNEE DROP NIGHTMARE

Knee Drop sends Frank falling straight down with an overhead smash; on hit, this puts your rival into a hard knockdown. Mixing Knee Drop in various ways with the moves Frank acquires as he levels up leads to Frank's most effective mix-ups. Since Knee Drop travels straight down, it's easy to start the first layer to the mix-up by either whiffing Knee Drop in front of your adversary, or hitting them square. Knee Drop has a semi-long recovery period after Frank lands, but you can cancel this period with special moves! Depending on what kind of look you'd like to give your foe, there are many ways to apply this:

If the opponent is knocked down by Knee Drop, you can easily OTG them with Snapshot, Tools of Survival H, or Roundhouse Kick H, any of which can then be canceled into a hyper combo. If you would rather go for XP, knock them down with Knee Drop, then call an assist that can hold your challenger for a bit after the subsequent OTG. With the right assist, you'll be able to launch and keep a combo going for a bit before capping it off with OTG Snapshot into a hyper combo

If your foe guards: you can cancel the recovery of Knee Drop into Roundhouse Kick L for a feint that leaves Frank right next to his target and in a good position to throw them

If you have either an assist that hits high or low, call that assist while canceling landing recovery into Tools of Survival H or Roundhouse Kick H. Depending on your timing and the assist you're packing, this can be virtually unguardable

Alternately, you can call an assist from the first side, then Barrel Roll to pass through to the other. If the assist hits your rival, start a combo as soon as Frank recovers from the roll; if guarded, you're point-blank on the other side of your foe, ready to keep up the pressure. Remember that in order to be unpredictable to an opposing player who is trying to guard properly, you can vary the timing of your assist calls during Barrel Roll, and you can also cancel Barrel Roll at any point into a special move



Between Frank's superior air M attacks and Funny Face Crusher, competitors should be wary of going toe-to-toe with Frank at low altitude, which paves the way for him to threaten with Knee Drop...



...cancel Knee Drop recovery into various tricks right next to your opponent to score hits, keep them guessing, and keep momentum.



# COMBO APPENDIX

## GENERAL EXECUTION TIPS

In general, pause before super jumping to follow up a launcher, but after super jumping, attack on the way up as soon as possible

At any level, link after  $\downarrow \rightarrow + \downarrow + L$  in midair as soon as possible. Frank recovers quickly; simply hit the next button in rhythm with his Tools of Survival L hits

When hitstun decay is adding up quickly, such as when starting combos with multiple jump-in attacks, omit air  $(H)$  before repetitions of air  $(M)$   $\rightarrow$

Link air  $(M)$ ,  $(S)$  after air Tools of Survival L as quickly as possible

AS FRANK COMES IN: AIR  $(M)$ ,  $(H)$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + L$ , AIR  $(M)$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + L$ , AIR  $(M)$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + L$ ,  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + S$  OTG  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$

Notes	Damage
$\downarrow \rightarrow + S$ or $\downarrow \rightarrow + S$ or $\downarrow \rightarrow + S$ TAC to Frank, Frank must be level 1-3	Varies based on damage scaling, gains enough XP to bring Frank to level 3

AS FRANK COMES IN: AIR  $(M)$  (3 HITS),  $(H)$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + L$ , AIR  $(M)$  (3 HITS)  $\rightarrow$   $\downarrow \rightarrow + \downarrow + L$ , AIR  $(M)$  (3 HITS)  $\rightarrow$   $\downarrow \rightarrow + \downarrow + L$ ,  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + S$  OTG  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$

Notes	Damage
$\downarrow \rightarrow + S$ or $\downarrow \rightarrow + S$ or $\downarrow \rightarrow + S$ TAC to Frank, requires corner, Frank must be level 4-5; replace Snapshot OTG with $\downarrow \rightarrow + H$ for much more damage at lv.5	Varies based on damage scaling

FRONT AND BACK THROW OR FRONT AND BACK AIR THROW,  $\downarrow \rightarrow + \downarrow + S$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$  (MASH  $(ATK)$ )

Notes	Damage
Requires level 1-2 Frank	352,900 damage, 92% meter loss

FRONT AIR THROW, LAND,  $\downarrow \rightarrow + \downarrow + H$  OTG, ST.  $(H)$ , CR.  $(H)$ ,  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$ ,  $(M)$ ,  $(H)$ ,  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + S$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$  (MASH  $(ATK)$ )

Notes	Damage
Requires level 3 Frank	449,700 damage, 39% meter loss

FORWARD JUMP, AIR  $(M)$ ,  $(H)$ , DELAYED  $(S)$ , LAND,  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$ ,  $(H)$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + H$ , LAND, CR.  $(H)$ ,  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$ ,  $(M)$ ,  $(H)$ ,  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + S$  OTG  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$  (MASH  $(ATK)$ )

Notes	Damage
Preemptive anti-air at low altitude, requires level 1-2 Frank	578,100 damage, 23% meter loss

FRONT AIR THROW, LAND,  $\downarrow \rightarrow + \downarrow + H$ , ST.  $(H)$ , CR.  $(H)$ ,  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$ ,  $(M)$ ,  $(H)$ ,  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + S$  OTG  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$  (MASH  $(ATK)$ )

Notes	Damage
Requires level 3 Frank	449,700 damage, 39% meter loss

AIR  $\downarrow + H$ , LAND,  $\downarrow \rightarrow + \downarrow + H$ , CR.  $(H)$ ,  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$ ,  $(M)$ ,  $(H)$ ,  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + S$  OTG  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$  (MASH  $(ATK)$ )

Notes	Damage
Requires level 3 Frank	576,500 damage, 48% meter loss

FORWARD JUMP, AIR  $(M)$ ,  $(H)$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + L$ ,  $\downarrow \rightarrow + \downarrow + L$ ,  $\downarrow \rightarrow + \downarrow + L$ ,  $(S)$ , LAND, FORWARD DASH, ST.  $(H)$ ,  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$ ,  $(M)$ ,  $(H)$ ,  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + S$  OTG  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$  (MASH  $(ATK)$ )

Notes	Damage
Preemptive anti-air at low altitude, requires level 3 Frank	589,800 damage, 0% meter loss, gains enough XP to bring Frank from level 3 to level 4

AIR  $\downarrow + H$ , LAND,  $\downarrow \rightarrow + \downarrow + H$ ,  $\downarrow \rightarrow + \downarrow + L$ , ST.  $(M)$  (3 HITS), ST.  $(H)$  (3 HITS),  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$  (3 HITS),  $(M)$  (3 HITS),  $(H)$ ,  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + S$  OTG  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$

Notes	Damage
Requires level 4-5 Frank, replace Snapshot OTG with $\downarrow \rightarrow + \downarrow + H$ for more damage at lv.5	679,900-747,900 damage, 11-21% meter gain

FORWARD JUMP, AIR  $(M)$  (3 HITS),  $(H)$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + L$ ,  $(S)$ , LAND, ST.  $(H)$  (3 HITS),  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$  (3 HITS),  $(M)$  (3 HITS),  $(H)$ ,  $(S)$ ,  $\downarrow \rightarrow + \downarrow + S$  OTG  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$

Notes	Damage
Preemptive anti-air at low altitude, requires level 4-5 Frank, replace Snapshot OTG with $\downarrow \rightarrow + \downarrow + H$ for more damage at lv.5	596,500-653,900 damage, 12-14% meter gain

FRONT AIR THROW, LAND,  $\downarrow \rightarrow + \downarrow + H$ ,  $\downarrow \rightarrow + \downarrow + L$ , ST.  $(M)$  (3 HITS), ST.  $(H)$  (3 HITS),  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$  (3 HITS),  $(M)$  (3 HITS),  $(H)$ ,  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + S$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$

Notes	Damage
Requires level 4-5 Frank, replace Snapshot OTG with $\downarrow \rightarrow + \downarrow + H$ for more damage at lv.5	574,500-614,400 damage, 18-24% meter gain

$\rightarrow \downarrow \rightarrow + \downarrow + (ATK/ATK)$ ,  $\downarrow \rightarrow + \downarrow + H$  OTG,  $\downarrow \rightarrow + \downarrow + L$ , ST.  $(M)$ ,  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$  (3 HITS),  $(M)$  (3 HITS),  $(H)$ ,  $(S)$ , LAND, WAVEDASH FORWARD TWICE,  $\downarrow \rightarrow + \downarrow + S$  OTG  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$

Notes	Damage
Combo off of anti-air hyper combo, requires level 4-5 Frank, replace Snapshot OTG with $\downarrow \rightarrow + \downarrow + H$ for more damage at lv.5	688,200-756,900 damage, 113-105% meter loss

CR.  $(M)$  (3 HITS), ST.  $(H)$  (3 HITS), CR.  $(H)$ ,  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$  (3 HITS),  $(M)$  (3 HITS),  $(H)$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + L$ ,  $(H)$   $\rightarrow$   $\downarrow \rightarrow + \downarrow + M$ , LAND, BACK UP A STEP,  $(S)$   $\rightarrow$  FORWARD SUPER JUMP, AIR  $(M)$  (3 HITS),  $(M)$  (3 HITS),  $(S)$ , LAND,  $\downarrow \rightarrow + \downarrow + H$  OTG,  $\downarrow \rightarrow + \downarrow + M$  (8 HITS)  $\rightarrow$   $\downarrow \rightarrow + \downarrow + (ATK/ATK)$

Notes	Damage
Requires corner and level 4-5 Frank	788,400-852,800 damage, 87-100% meter gain



FRANK WEST  
NEW



# NEMESIS T-TYPE

"STAAAARS!"

## Bio

### REAL NAME

Unknown

### OCCUPATION

B.O.W.

### ABILITIES

This creature has monster-like super strength and enhanced stamina due to the Nemesis parasite. He can also spawn tentacles from his body, which are capable of stabbing or strangling.

### WEAPONS

Rocket Launcher

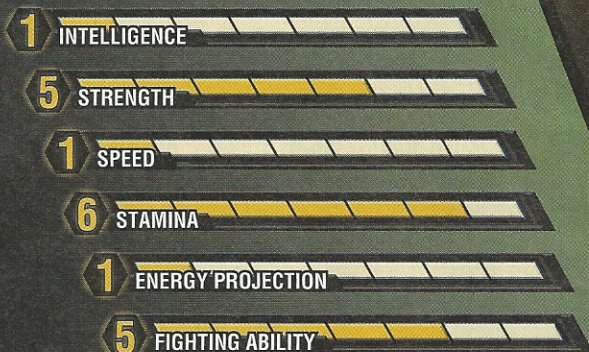
### PROFILE

Nemesis is a tyrant-type B.O.W. tasked with eliminating S.T.A.R.S. and anyone connected to them. Retaining a fair amount of intelligence due to the Nemesis parasite, he is able to effectively carry around a rocket launcher.

### FIRST APPEARANCE

Resident Evil 3: Nemesis (1999)

## POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



1



2



3



4



5



6



DLC

## Overview

<b>Vitality</b>	<b>1,150,000</b>
<b>Chain Combo Archetype</b>	<b>Marvel Series</b>

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	140%	100%
Level 2 (2 teammates remaining)	165%	105%
Level 3 (1 teammate remaining)	190%	110%

The primary objective with Nemesis is to dominate the opposing character from long range.

Why do you want to do this?

Nemesis has a number of great long range tools, such as his Air Rocket Launcher and Deadly Range attacks

Nemesis often has a tough time getting near competitors because of his large size and limited mobility

The large size and slow speed of Nemesis give him a number of liabilities on defense, instant overheads in particular

How do you dominate from long range?

Using low-altitude Air Rocket Launcher to attack and inflict chip damage on an adversary from across the screen

Using the three Deadly Range attacks to limit your foe's movements while interrupting attacks

Supplementing Deadly Range and Air Rocket Launcher with long range crossover assists

The secondary objective with Nemesis is to get within range of Tentacle Slam L.

Why should Nemesis be at this range?

Tentacle Slam L is a fast command throw with large range, and it leads into one of the most damaging post-throw combos in the game

Opposing characters who attempt to counter Tentacle Slam L with attacks open themselves up to getting hit by Nemesis' assortment of armor-enabled attacks, some of which lead into huge damage

Rivals who attempt to avoid Tentacle Slam L by jumping open themselves up to Nemesis' great anti-air attacks, which also lead into tons of damage!

How do you effectively get within range of Tentacle Slam L?

Beating his opponent at long range with Air Rocket Launcher and Angled Deadly Reach, forcing them to come to him

Jumping forward over ground-level threats while attacking with Air Deadly Reach, all while utilizing crossover assists

Wavedashing forward while guarding incoming attacks

Using the Bioweapon Assault hyper combo to cleanly beat out projectiles

Using the armor-enabled properties of crouching (H) to go through or under incoming attacks



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	70,000	560	8	3	13	+2	0	—
2	Standing <b>M</b>	1	90,000	720	12	3	21	-1	-3	—
3	Standing <b>H</b>	1	110,000	880	17	4	28	—	-6	Knocks down, super armor from frames 10-24



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	65,000	520	9	3	12	+3	+1	Low attack
2	Crouching <b>M</b>	1	85,000	680	11	3	20	0	-1	—
3	Crouching <b>H</b>	1	100,000	800	18	4	29	—	-7	Knocks down, super armor from frames 16-27



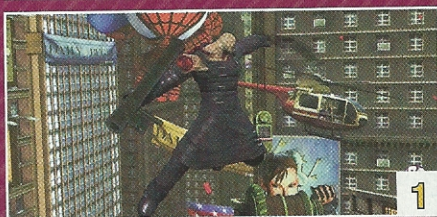
## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	100,000	800	10	5	34	—	-13	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	75,000	600	9	3	19	+16	+14	Overhead attack
2	Air <b>M</b>	1	90,000	720	12	3	21	+21	+19	Overhead attack
3	Air <b>H</b>	1	100,000	800	15	11	15	+22	+20	Overhead attack





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	110,000	880	17	4	25	—	+18	Causes hard knockdown if used in launcher combo, ground bounces foe
2	Air <b>↑</b> + <b>S</b> (during launcher combo)	2	105,000	880	10	5	29	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>↔</b> or <b>↔</b> + <b>S</b> (during launcher combo)	2	95,000	800	15	3	23	—	—	Tags in next available ally while causing wall bounce, steals 1 hyper meter from opposing character
4	Air <b>↓</b> + <b>S</b> (during launcher combo)	2	95,000	800	17	4	20	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain into a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Deadly Reach	<b>↔</b> + <b>H</b>	3	102,900	960	15	8	23	+1	-1	—
2	Air Deadly Reach	(in air) <b>↔</b> + <b>H</b>	3	102,900	960	15	8	23	+23	+21	—
3	Angled Deadly Reach	(in air) <b>↓↔</b> + <b>H</b>	3	102,900	960	15	8	23	+23	+21	—



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↔</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
1	<b>↔</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
2	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
2	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



NEMESIS T-TYPE  
NEW



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (t his crossover assist)	Recovery (other partner)	Notes
1	Nemesis— $\alpha$	Bioweapon Assault	Clothesline Rocket M	2	80,000 + 150,000	640 + 1200	46	5(28)1	111	81	First hit wall bounces foe, second hit knocks down, projectile has 1 low priority durability point, creates explosion with 10 low priority durability points on contact
2	Nemesis— $\beta$	Bioweapon Assault	Launcher Slam M	1	130,000	1040	42	5	124	94	Ground bounces opponent
3	Nemesis— $\gamma$	Bioweapon Assault	Rocket Launcher	1	150,000	1200	44	—	136	106	Knocks down, projectile has 1 low priority durability point, creates explosion with 10 low priority durability points on contact



When deciding which crossover assist type to assign to Nemesis, it really just comes down to whether your team benefits more from an assist that can either wall bounce or ground bounce.

Nemesis— $\alpha$  is likely the most well-rounded of the three assist types, since it has a degree of utility outside of combos. The big punch of Clothesline Rocket M covers a fairly large chunk of the screen and causes wall bounce. However, the rocket blast afterward makes it difficult to convert a midscreen hit into a combo, and it also makes it much more difficult to protect Nemesis from his opponent. In this situation, the rocket likely sails right over the head of a crouching adversary, who can easily start hitting Nemesis with a combo unless you actively prevent this.

Nemesis— $\beta$  performs Launcher Slam M, which causes a ground bounce state. Unfortunately, the attack does not retain any armor properties in its assist form. Select this crossover assist type if your teammate characters don't have a ground bounce in their combos.

Nemesis— $\gamma$  performs his Rocket Launcher attack. While having an extra projectile assist is never a bad thing, the fact that about half of the characters in the game don't even need to crouch to be able to duck under the rocket make this a difficult assist type to use effectively.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ ↙ + P1 or P2	1	50,000	500 (-1 hyper meter bar)	2	4	28	—	-6

### Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Clothesline Rocket L	↓ ↘ ↙ + L	1	120,000	960	18	5	23	—	-2	Wall bounces foe
2	Clothesline Rocket M	↓ ↘ ↙ + M	2	80,000 + 150,000	640 + 1200	22	5(28)1	20	—	+6	First hit wall bounces opponent, second hit knocks down adversaries, projectile has 1 low priority durability points, creates explosion with 10 low priority durability points on contact
3	Clothesline Rocket H	↓ ↘ ↙ + H	2	80,000 + 150,000	640 + 1200	22	5(28)1	20	—	+6	First hit wall bounces foe, second hit knock down foe, projectile has 1 low priority durability points, creates explosion with 10 low priority durability points on contact



# Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
4	Rocket Launcher	↓ ↘ ↗ + S	1	150,000	1200	20	—	45	—	-19	Knocks down, projectile has 1 low priority durability points, creates explosion with 10 low priority durability points on contact
5	Air Rocket launcher	(in air) ↓ ↘ ↗ + S	1	150,000	1200	20	—	45	—	0	OTG-capable, knocks down, projectile has 1 low priority durability points, creates explosion with 10 low priority durability points on contact
6	Anti-Air Rocket Launcher	↘ ↗ ↘ + S	1	150,000	1200	20	—	45	—	-19	Knocks down, projectile has 1 low priority durability points, creates explosion with 10 low priority durability points on contact
7	Launcher Slam L	↘ ↗ ↘ + L	1	130,000	1040	15	5	29	+2	-8	Knocks down, super armor frames 10-24
8	Launcher Slam M	↘ ↗ ↘ + M	1	130,000	1040	18	5	33	—	-12	Ground bounces rival, super armor frames 15-29
9	Launcher Slam H	↘ ↗ ↘ + H	1	130,000	1040	22	5	39	—	-18	Wall bounces target, hard knockdown, super armor frames 11-30
10	Tentacle Slam L	↘ ↗ ↘ ↘ ↗ + L	1	150,000	1500	7	1	48	—	—	Hard knockdown
11	Tentacle Slam M	↘ ↗ ↘ ↘ ↗ + M	1	150,000	1500	20	1	45	—	—	Hard knockdown
12	Tentacle Slam H	↘ ↗ ↘ ↘ ↗ + H	1	150,000	1500	20	1	45	—	—	Hard knockdown



**Clothesline Rocket L:** Nemesis' primary attack for combos. Clothesline Rocket unleashes a large haymaker that wall bounces the opposing character. Nemesis has enough range on his attacks to be able to capitalize from this anywhere on the screen!

You can use Clothesline Rocket L to end guarded attack strings when fishing for counterhits; at -2 frame advantage, it's Nemesis' safest option after his

L and M attacks. However, Nemesis is always within range for his rival to score a guaranteed throw afterward, even if you make contact with the very tip of the punch. Try to mitigate this by calling a crossover assist before using this attack.

It should be noted that Clothesline Rocket L can hit later against small crouching characters, resulting in even frame advantage.



**Clothesline Rocket M:** Nemesis performs a haymaker that is immediately followed by a Rocket Launcher shot. While the animation for the rocket-firing portion of this attack recovers substantially faster than the stand-alone version, it's difficult to fit Clothesline Rocket M anywhere into your gameplan: unless used at an extremely specific distance from the corner, Clothesline Rocket L always

results in better combos and is much safer if guarded. The frame data states that this attack is +6 if guarded, but that's if your competitor actually guards it—the rocket flies clear over the head of any crouching character besides Sentinel, leaving Nemesis wide open for punishment.

Hyper combo canceling Clothesline Rocket M into Fatal Mutation might seem like a fun trick to try now and then, but you can actually do the exact same thing with Clothesline Rocket L!



**Clothesline Rocket H:** This version of the attack ends with the upward-angled Anti-Air Rocket Launcher. Like Clothesline Rocket M, it is very difficult to utilize this attack effectively.



**Rocket Launcher:** Nemesis fires a rocket that has only a single low priority durability point but creates a lingering explosion with 10 low priority points upon impact. The rocket essentially trades with almost all low priority projectiles in the game.

Rocket Launcher inflicts 150,000 points of damage, which is an impressive amount for a single-hit projectile. Unfortunately, utility of this attack is very limited for one simple reason: every single character in the game besides Sentinel can crouch under the rocket.

The following characters don't even need to crouch; they can simply stand right under the rocket:

Firebrand  
Strider Hiryu  
Arthur

Frank West  
Zero  
Morrigan

Chun-Li  
Felicia  
Spencer

Viewtiful Joe  
Hsien-Ko  
Amaterasu

Iron Fist  
Rocket Raccoon  
Wolverine

X-23  
Spider-Man  
Taskmaster



NEMESIS I-TYPE NEW





#### Anti-Air Rocket Launcher.

Nemesis fires a rocket 30 degrees upward. Unfortunately, this angle places the rocket at an awkward location, too high to catch opponents firing projectiles from normal jump height across the screen and still too low to catch adversaries firing projectiles at super jump height. While it's technically possible to intercept an opposing character normal jumping

from across the screen with an Anti-Air Rocket Launcher, the exacting timing required makes it extremely unlikely.

**Launcher Slam L:** Nemesis swings his rocket launcher upward in a wide arc, covering a large portion of the screen. Launcher Slam L has armor properties beginning on frame 10, the fastest of all armor-enabled special attacks.

If Launcher Slam L hits your target, they are forced to air recover directly in front of Nemesis. If they air recover backwards, catching them out of the air with the Tentacle Slam throw attack is almost impossible to avoid. Air recovering forward gets them grabbed by Tentacle Slam H!

Launcher Slam L is very unsafe if guarded, though at its maximum range, it leaves Nemesis too far away for most characters to be able to capitalize. However, in terms of general usage, it's difficult to recommend Launcher Slam L over Nemesis' amazing **S** launcher attack, and in terms of armor-enabled special attacks, Launcher Slam M results in a much higher reward.



**Air Rocket Launcher:** The aerial version of Rocket Launcher is one of Nemesis' most important tools: a fullscreen projectile that the opposing character cannot crouch under.

You can launch Air Rocket Launcher extremely low to the ground by executing it with a tiger knee motion: **↓ ↘ ↗ + S**. While firing from this low altitude still allows the rocket to travel the length of the screen, it also lets Nemesis land on the ground much more quickly. Nemesis recovers as soon as he touches the ground, allowing him to immediately jump back up and tiger knee another Air Rocket Launcher!

Against a projectile-based character, you'll want to use Air Rocket Launcher at the apex of Nemesis' jump: this lets the rocket directly hit your target without being intercepted by another projectile!

**Launcher Slam M:** This attack becomes armor-enabled on frame 15, making it Nemesis' slowest armor attack. However, this is also the only Launcher Slam that naturally leads to a combo, so use it to try to catch rivals who are trying to punish Nemesis' unsafe normal attacks—perform a slightly delayed cancel to Launcher Slam M so that the armor kicks in just in time to absorb their retaliatory attacks. Hitting Launcher Slam M ground bounces the opponent, which usually results in a combo!



...usually? Launcher Slam M typically only gives Nemesis enough time to juggle additional hits if it hits either an airborne or a crouching adversary. If you hit your opponent out of the air with Launcher Slam M (usually during a juggle combo), great: follow it up with a crouching **M** and continue into whatever combo you like. Against a crouching foe, you'll typically only barely have enough time to start a combo from crouching **L**. Against most standing opponents, you won't have time to juggle anything at all. Fortunately, you'll generally be using the armor properties to absorb crouching **L** attacks!

Launcher Slam M is very unsafe if guarded. If you make an incorrect guess and find yourself open to punishment, consider hyper combo canceling this into yet another armor-enabled attack: Biohazard Rush!



**Launcher Slam H:** The last version of Launcher Slam has armor frames kicking in on frame 11. This attack both wall bounces and causes a hard knockdown state, making it useful at the end of long combos aided by a crossover assist—simply tack on the Launcher Slam H to cause a hard knockdown, then hyper combo cancel it into the OTG-capable Bioweapon Assault!

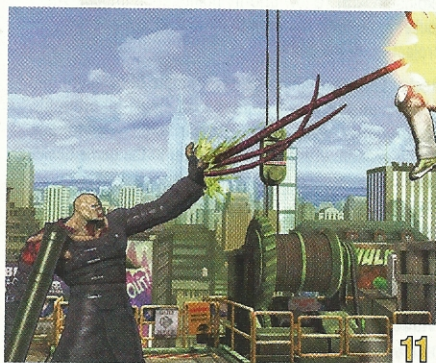
While Launcher Slam H isn't used often outside of combos, be aware that many characters are able cleanly crouch under it.



**Tentacle Slam L:** This throw attack is the centerpiece of Nemesis' offensive threat. It has long range and great speed, and it leads into a very damaging combo.

It's important to note that Tentacle Slam L is actually Nemesis' fastest attack that isn't a snap back or a normal throw, and it should be used as such. In close range situations where frame advantage is near neutral, leading in with Tentacle Slam L is much more effective than a standing or crouching **L** attack.

Similarly, Tentacle Slam L is generally the most reliable way for Nemesis to punish guarded attacks; it also has significantly more range than crouching **L**!



**Tentacle Slam M:** A long range throw attack that grabs airborne opponents, Tentacle Slam is a very powerful yet risky tool. At 20 frames of startup, Tentacle Slam M is significantly slower than the **L** version, and it can essentially only be used as a pure guess that your target will be in the air and in front of Nemesis. On a wrong guess, Nemesis is left wide open for punishment, so it's best to

always call a crossover assist beforehand to cover the ground when performing Tentacle Slam M or H.



**Tentacle Slam H:** The last version of Tentacle Slam goes straight up, and it is just as slow as the **M** version. But this throw is much more useful than it may seem, as it's great for countering opponents super jumping toward Nemesis. It's also great for adversaries who tend to air recover forward, trying get over the top of Nemesis and away from his offense.



# Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Bioweapon Assault	↓ ↘ ↗ + ATK ATK	4	80,000 x 4	18+3	1(23) 1(24)1(93)7	82	—	-58	Rockets are OTG-capable, cause hard knockdown, last hit ground bounces foe, rockets have 1 high priority durability point, explodes on contact, explosions have 5 high priority durability points and last 3 frames
2	Biohazard Rush	⇒ ↓ ↘ + ATK ATK	6	312,400	15+3	10(23)11(26) 11(33)11(50)20	69	—	-54	First three hits cause stagger state, fourth hit knocks down, last hit ground bounces opponent, has armor from frames 11-260, armor can absorb up to 10 hits
3	Fatal Mutation (Level 3 Hyper combo)	⇒ ↘ ↓ ↗ ↘ + ATK ATK	1	450,000	15+0	2	58	—	—	Throw attack, hard knockdown



**Bioweapon Assault.** Nemesis fires three rockets that are all OTG-capable and cause hard knockdown. Afterward, Nemesis leaps into the air and performs a final OTG-capable stomp with his rocket launcher on his target's current location.

Bioweapon Assault serves two vital purposes in Nemesis' gameplan: first and foremost, it's his primary combo ender. It's great for this purpose, easily converting a hard knockdown from anywhere on the screen into good damage. The final stomp propels the opposing character into the air slowly while Nemesis is standing in close proximity, making it extremely easy to team hyper combo to almost any other hyper combo in the game.

The three missiles are aimed toward your competitor's location at the time that Nemesis fires, adjusting up to a maximum of 45 degrees up or down. This can often cause issues with rockets missing against a quickly bouncing and juggled opponent, which in turn can lead to Nemesis performing the final unsafe stomp onto a guarding adversary. To prevent missing a rocket during a midscreen OTG combo, simply backdash immediately before using Bioweapon Assault.

You can also use Bioweapon Assault in long range fights against projectile-using characters. The rockets are high priority projectiles that can cleanly cut through everything besides other projectile hyper combos. With the startup frames of Bioweapon Assault included, it takes 36 frames for the first rocket to explode; this makes the move a difficult projectile counter to use on reaction. Instead, you'll usually have to make a read that the opposing player will use a projectile attack before using Bioweapon Assault.

Even though Nemesis is able to automatically aim his rocket launcher, it's generally best not to use Bioweapon Assault against aerial projectiles: the rocket typically flies past the projectile and causes both characters to get hit. Getting hit interrupts the rest of the hyper combo.



**Biohazard Rush.** This hyper combo has 10 hits worth of armor to blow through attacks at close range. Unfortunately, it also has 10 frames of completely vulnerable startup before the armor kicks in!

Biohazard Rush is used most effectively when your rival guards an unsafe Launcher Slam or avoids a Tentacle Slam; hyper combo cancel into Biohazard Rush with delayed timing to try to

catch the opposing character's attempt at punishing your attacks. However, an incorrect guess leaves Nemesis extremely open for punishment, so be ready to THC to a teammate with a safer hyper combo if possible.

This is also Nemesis' most damaging combo ender, but it generally requires the help of a crossover assist to get the most out of it. Be aware that if your opponent isn't high enough when the first hit connects, the rest of the combo harmlessly whiffs and leaves Nemesis wide open for punishment.



**Fatal Mutation.** With three hyper combo gauge bars to spend, Nemesis can perform a throw attack with slightly more range than Tentacle Slam L. If it successfully grabs the target, you're rewarded with a cutscene in which... something gross happens? What's going on?

Fatal Mutation inflicts 450,000 points of damage and leaves your adversary in a hard knockdown state.

You can then follow up with the OTG-capable Bioweapon Assault.

Contrary to what you may expect out of a level 3 throw hyper combo, Fatal Mutation has a very slow startup period and is not invincible at all; this relegates it to occasional usage as a hyper combo cancel after a guarded special attack. If your foe is guarding on the ground expecting a hyper combo cancel to Biohazard Rush, try surprising them with a Fatal Mutation instead!

Generally, it's better to limit your throw attempts to just Tentacle Slam L; it's much faster, has only slightly less range, and it usually even results in more damage dealt to the opposing character.

“WHOOOOOOOOOAAAAAAAAAH!”



NEMESIS I-TYPE

NEW



# Battle Plan

A rare sight in fighting games, Nemesis is a grappler-projectile hybrid character—he is perfectly at home fighting from long range with his Air Rocket Launcher and Deadly Reach attacks. Instead of incurring lots of damage trying to slog through projectiles in order to get near, a Nemesis player should try to dominate the ranged game and force competitors to come to close range!

Air Rocket Launcher is the focal point of Nemesis' long-range game plan, as it is his only attack that can deal chip damage from afar. Make contact with this attack as often as possible by using it at an extremely low height. The tiger knee technique (named after one of the special attacks of a certain iconic Capcom character) helps out with this—input the command as  $\downarrow \triangle \square \rightarrow \square + S$ . This cuts the total duration of the attack down to a minimum of 48 frames, allowing Nemesis to repeatedly let loose a barrage of rockets at the enemy!

Opponents without projectiles of their own generally are forced to jump in order to avoid the rockets. If they jump forward, stop them in their tracks with Deadly Range ( $\triangle + H$ ) or Air Deadly Range ( $\triangle + H$ ) while simultaneously calling a long-range crossover assist. While your rival is dealing with the crossover assist, force them to guard some more rockets! Attackers who are more passive about avoiding the rockets may opt to jump straight up over them. In this case, you'll want to advance forward just enough to threaten your foe with Angled Deadly Reach (air  $\downarrow + H$ ) and Air Deadly Reach, all while calling more crossover assists. This lets you push your adversary back to the corner while still remaining at a safe range. Note that both of the aerial versions of Deadly Reach can also be canceled into Air Rocket Launcher for additional chip damage.

Against other long range characters, you'll have to take into account their angle of attack. If your foe's projectiles are mostly horizontal in nature, Nemesis can counter this by simply waiting until the apex of his jump before firing Air Rocket Launcher. This allows the rocket to proceed uninterrupted to the target, hopefully dealing a whopping 150,000 points of damage! Given Nemesis' large amount of health, especially when compared to most other long range characters, going even in projectile-trading eventually works in his favor. Against characters who can also attack from all the across the screen at normal jump height, you'll want to simply wait until they fire their own projectile before jumping over it and using Rocket Launcher, forcing them to guard it. Alternatively, you can preemptively super jump and use Air Rocket Launcher in an attempt to land a clean hit.

In either case, taking the fight just a little bit closer within the range of Deadly Reach is another strong option—jump over horizontal projectiles and try to score free hits with Angled Deadly Reach, or snag aerial projectile-firing competitors with Air Deadly Reach. Calling long range crossover assists simultaneously with Deadly Reach usage makes for a much more smothering threat.

Some characters are able to output spreads of projectiles that are difficult for Nemesis to deal with. In this case, you'll want to focus on interrupting your rival with the ground version of Deadly Reach before your opponent can release the projectiles: dash forward and guard a salvo of projectiles, then interrupt your attacker's next action by putting a bunch of tentacles in their face!

**Deadly Reach becomes an extremely powerful tool if the opposing character cannot crouch under it. The following characters have this liability:**

**Nemesis**

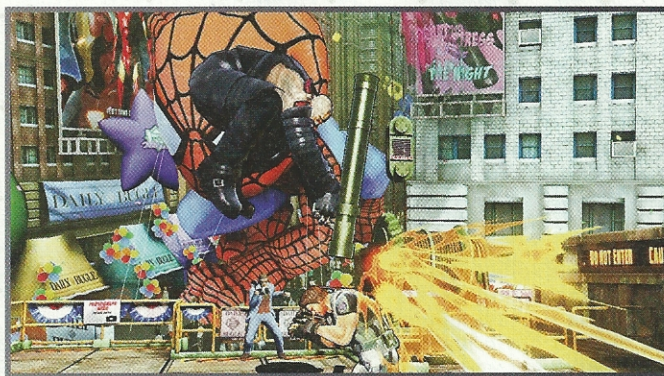
**Tron**

**M.O.D.O.K.**

**Sentinel**

**Hulk**

Competitors who can fire projectiles downward from super jump height are also tricky to deal with. Against these characters, you'll want to meet them in the air by super jumping and snagging them with Air Deadly Reach. If range permits, hitting air  $S$  is even better—it causes a ground bounce and allows for a full combo. One combo from Nemesis and a team hyper combo is enough to finish off most characters!



Nemesis'  $S$  launcher attack is among the best in the game: huge range, height, no vulnerable hitboxes around the tentacles, and surprisingly quick speed!



The armor properties of standing  $H$  make it a great, safer alternative to the  $S$  launcher. Cancel to Clothesline Slam L to help mitigate risk and allow for combos.

Opponents who are frustrated by Nemesis' long range game will inevitably try to close the distance. When this happens, you'll want to score as much free damage as you can by capitalizing on any openings that the opposing character gives you.

Most of the time, you'll perform said capitalizing with Nemesis'  $S$  launcher. This attack has long horizontal range, enormous vertical range, and incredible speed, great for reacting when your competitor enters within its range. Nemesis does not have any vulnerable hitboxes where the tentacles are; to interrupt him out of the launcher, his adversary must have an attack that can actually reach Nemesis' body. If it hits, proceed into a simple launcher combo, then tack on a Bioweapon Assault for a quick 577,900 points of damage!

The  $S$  attack is punishable if guarded, however, particularly if guarded in the air. At far ranges against opponents on the ground, it's difficult for most characters to punish unless they have fast dashes or long range. Rivals who try to lure you in using the  $S$  launcher open themselves up in another way—dash in and grab them with a Tentacle Slam!

Standing  $H$  is a moderately safer alternative to the  $S$  launcher that has less range: the attack gains armor properties on the 10th frame, effectively making it the exact same speed as the 10-frame  $S$ . When using  $H$  defensively against airborne targets, also buffer a  $\triangle \square \downarrow \square \leftarrow$  motion during the attack: if your competitor gets hit by the attack, simply react and press  $S$  to convert the hit into a combo. If the opponent guards, press  $L$  with delayed timing to grab them right when they touch the ground!

If your rival manages to get within point-blank range and starts to attack, Nemesis' options are extremely limited. Most characters are able to rely on a combination of advancing guard and air throws for defense, but Nemesis has one huge threat to worry about—instant overheads! Due to his large size, many air attacks can be performed on the way up and still hit Nemesis in his attempts to guard crouching. Many characters are able to convert these hits into a full combo, making defense especially scary. The best policy is to simply not let the opposing player establish this momentum by putting up a strong mid-range defense based around the  $S$  launcher and standing  $H$ .







## COMBO USAGE CONT.

**II.** AIR **H**, **S**, LAND, CR. **M**, **H**  $\rightarrow$   $\downarrow \swarrow \rightarrow + \text{L}$ , CR. **H**, **S**  $\rightarrow$  SUPER JUMP, AIR **M**, **H**, **S**, LAND,  $\downarrow \swarrow \rightarrow + \text{ATK/ATK}$  OTG

734,300 damage, 19% meter loss

A combo for air-to-air situations, such as against new characters entering the playing field.

**III.**  $\rightarrow \swarrow \downarrow \swarrow \leftarrow + \text{L}$  OR **M** OR **H**, CR. **M**, ST. **H**  $\rightarrow$   $\downarrow \swarrow \rightarrow + \text{L}$ , FORWARD DASH, CR. **H**, **S**  $\rightarrow$  SUPER JUMP FORWARD, AIR **M**, **H**, **S**, LAND,  $\downarrow \swarrow \rightarrow + \text{ATK/ATK}$

638,900 damage, 80% meter gain

A high-damage combo off of the Tentacle Slam L command throw. In the event that you miss with the initial grab, you can counter incoming counterattacks by canceling its recovery into Biohazard Rush. You can alter this combo to ensure it always gains one meter by performing the following after the Clothesline Launcher L:

Forward dash, forward jump, air **M**, **M**, **H**, land, **S**  $\rightarrow$  super jump forward, air **M**, **H**, **S**, land,  $\downarrow \swarrow \rightarrow + \text{ATK/ATK}$  (101% meter gain, 626,800 damage).

**IV.** (CORNERED OPPONENT) AIR THROW, AIR **M**, LAND, ST. **M**, ST. **H**  $\rightarrow$   $\rightarrow \downarrow \swarrow + \text{M}$ , ST. **M**, ST. **H**  $\rightarrow$   $\downarrow \swarrow \rightarrow + \text{L}$ , CR. **H**, **S**  $\rightarrow$  SUPER JUMP FORWARD, AIR **M**, **H**, **S**, LAND,  $\downarrow \swarrow \rightarrow + \text{ATK/ATK}$

500,200 damage, 107% meter gain

Nemesis recovers in the air after his air throw, allowing you to tack on an air **M** as he's falling. Once you've landed, you can shift into any standard Nemesis combo.

**V.** AGAINST AIRBORNE ENEMY, ST. **H**  $\rightarrow$   $\rightarrow \downarrow \swarrow + \text{M}$ , CR. **M**, CR. **H**  $\rightarrow$   $\downarrow \swarrow \rightarrow + \text{L}$ , FORWARD DASH, CR. **H**, **S**  $\rightarrow$  FORWARD SUPER JUMP, AIR **M**, **M**, **H**, **S**, LAND,  $\downarrow \swarrow \rightarrow + \text{ATK/ATK}$

766,100 damage, 84% meter gain

Standing **H** can plow through numerous jumping attacks due to its armor property. It's highly unsafe on guard, though, so be ready to cancel into either Tentacle Slam or Launcher Slam if guarded.

**VI.** CROUCHING **H**  $\downarrow \swarrow \rightarrow + \text{L}$ , FORWARD DASH, CR. **M**, CR. **H**  $\rightarrow$   $\rightarrow \downarrow \swarrow + \text{M}$ , ST. **M**, **S**  $\rightarrow$  FORWARD SUPER JUMP, AIR **M**, **M**, **H**, **S**, LAND,  $\downarrow \swarrow \rightarrow + \text{ATK/ATK}$

738,700 damage, 82% meter gain

You can use the armor properties of crouching **H** to plow through mid-range attacks and single-hit projectiles. Unfortunately, Clothesline Launcher L is punishable by throws if guarded, so you may opt to cancel crouching **H** into a delayed, verifiable **S** launcher instead. Crouching **H** and **S** are both unsafe if guarded, but the delayed chain into the **S** may catch competitors attempting to punish the crouching **H**.

## ADVANCED TACTICS

### COMBATING ADVANCE GUARD



It's incredibly difficult to reliably use advancing guard against a crouching **L** attack on reaction. If your adversary is attempting to do this...



...you can insert a small delay between crouching **L** and **M**. If the opposing player presses buttons, they'll get counterhit instead of guarding!

To reliably escape this mix-up, the opposing player must either use advancing guard or try to interrupt you with fast attacks. Either way, the counter is the same: insert a small delay between crouching **L** and **M** that gives your opponent enough time to leave guardstun. When this is done, an attacker trying to use advancing guard will simply press  $\downarrow \swarrow + \text{ATK/ATK}$  while not actually in guardstun: this results in a crouching **M** or **H** attack, which then proceeds to get counterhit by your own crouching **M** and leads into a combo.

Nemesis has a strong mix-up from his crouching **L** and **M** chain, which can unfortunately be easily nullified simply by opponents using advancing guard. You can counter your rival's attempts to use advancing guard based on a simple idea—it's really tough to use advancing guard against a single crouching **L** attack on reaction.

The first step is to condition your competitor into trying to use advancing guard against one crouching **L**. To do this, simply use Tentacle Slam L and throw your target immediately after forcing them to guard a crouching **L** attack. This allows you to perform a Tentacle Slam L or M mix-up right off the bat.



# COMBO APPENDIX

## GENERAL EXECUTION TIPS

When ending a midscreen combo, quickly dash backward upon landing from the launcher combo before using Bioweapon Assault to ensure that one of the rockets doesn't miss.

After hitting Clothesline Launcher L midscreen, input the forward dash earlier than you think you have to in order to be able to juggle the crouching (H) attack.

Omitting the crouching (H) and simply dashing forward and pressing (S) is much easier, and it doesn't sacrifice much damage!

WHEN USING AN ALTERNATE TEAMMATE, ACTIVATE A TAC WITH ↑ + (S) OR → + (S) OR ↓ + (S), THEN AS NEMESIS COMES IN, PERFORM AIR (H), (S), LAND, ↓ ↘ → + (ATK/ATK)

Notes	Damage
—	—

→ ↘ ↓ ↘ ← + (ATK/ATK), ↓ ↘ → + (ATK/ATK)

Notes	Damage
—	731,800

FORWARD JUMP, INSTANT AIR (M), (S), LAND, ST. (M), ST. (H) CANCEL → ↓ ↘ → + (L), FORWARD DASH, CR. (H), (S) CANCEL →

FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, ↓ ↘ → + (ATK/ATK)

Notes	Damage
This is intended to act as a very fast overhead against the following large characters: Sentinel, Hulk, MODOK, and Nemesis	733,600

CR. (L), CR. (M), ST. (H) CANCEL → ↓ ↘ → + (M), CR. (M), CR. (H) CANCEL → ↓ ↘ → + (L), FORWARD DASH, FORWARD JUMP,

AIR (M), (M), (H), LAND, (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, ↓ ↘ → + (ATK/ATK)

Notes	Damage
This is an alternate version of Combo I that inflicts 14,900 less points of overall damage but always builds enough gauge to use Bioweapon Assault	720,200 damage, 112% meter gain

THROW OR AIR THROW, ↓ ↘ → + (ATK/ATK) CANCEL → X-FACTOR, ST. (H) CANCEL → ↓ ↘ → + (L), CR. (H), (S) CANCEL →

FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, ↓ ↘ → + (ATK/ATK)

Notes	Damage
A verifiable combo into X-Factor off of a ground or air throw	943,800–1,151,700 damage, 90%–118% meter gain

→ ↘ ↓ ↘ ← + (L) OR (M) OR (H), CR. (M), ST. (H) CANCEL → ↓ ↘ → + (L) CANCEL → X-FACTOR, FORWARD DASH, FORWARD JUMP,

AIR (M), (M), (H), LAND, (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, ↓ ↘ → + (ATK/ATK)

Notes	Damage
A verifiable combo into X-Factor off of Nemesis' Tentacle Slam	883,800–1,087,000 damage, 116–143% meter gain

CR. (L), CR. (M), ST. (H) CANCEL → ↓ ↘ → + (M) CANCEL → X-FACTOR, CR. (M), CR. (H) CANCEL → ↓ ↘ → + (L), FORWARD JUMP, AIR (M), (M), (H), LAND, (S) CANCEL →

FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, ↓ ↘ → + (ATK/ATK)

Notes	Damage
A verifiable combo into X-Factor off of a low attack. Note that the additional re-jump combo hits actually inflict more damage in X-Factor, instead of reducing it	1,042,700–1,176,700 damage, 142–181% meter gain

THROW OR AIR THROW, AIR ↓ ↘ → + (S) OR ↓ ↘ → + (ATK/ATK)

Notes	Damage
Basic air throw follow-ups	147,500–361,800 damage, 20% meter gain

## X-FACTOR OPTION SELECT



When going for a Tentacle Slam...



...it's sometimes worth it to buffer an X-Factor activation at the moment the attack would grab your adversary. It doesn't activate if Nemesis actually grabs the foe, but it does if the opponent avoids the Tentacle Slam.

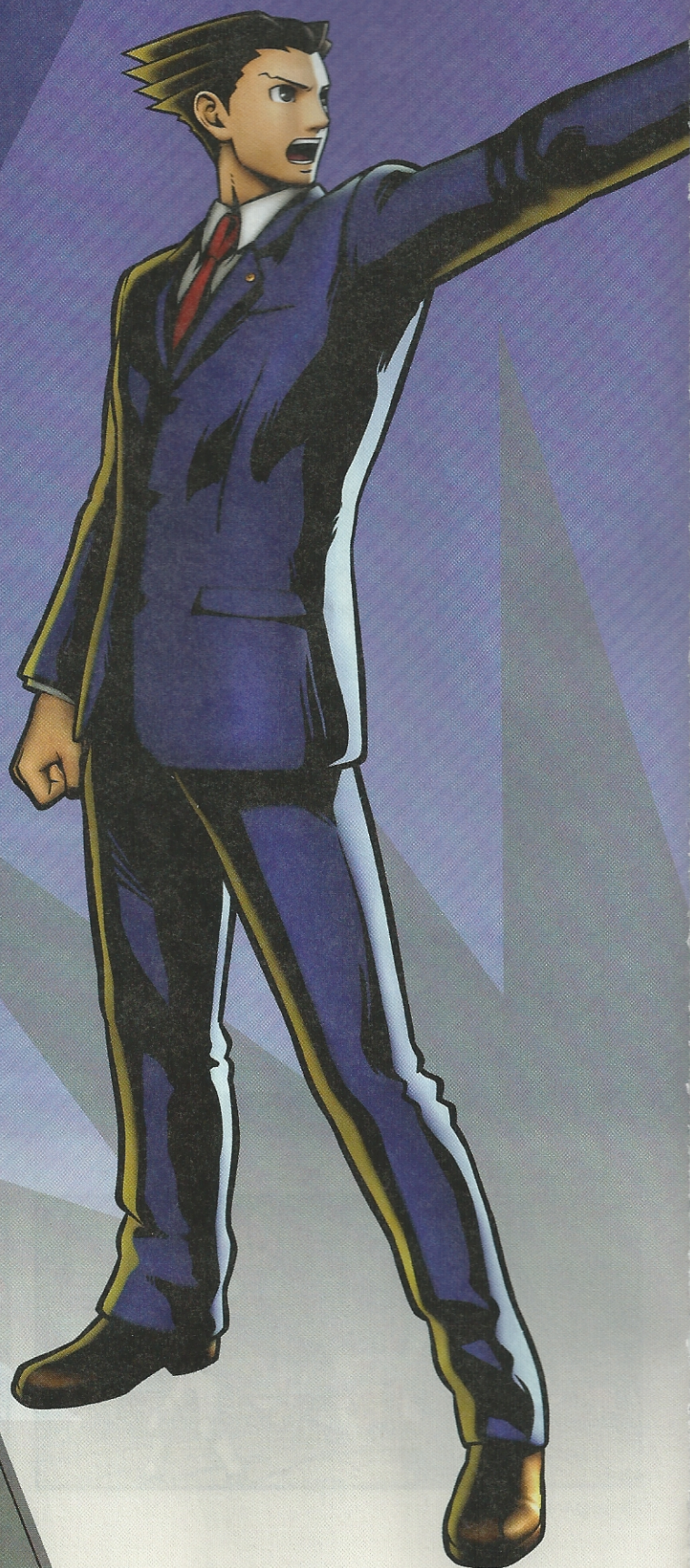


NEMESIS I-TYPE NEW



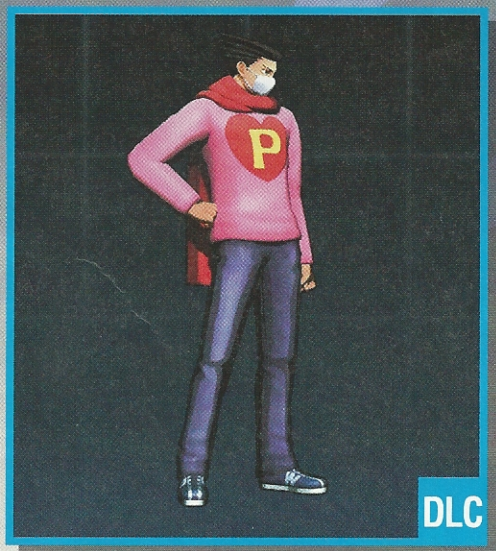
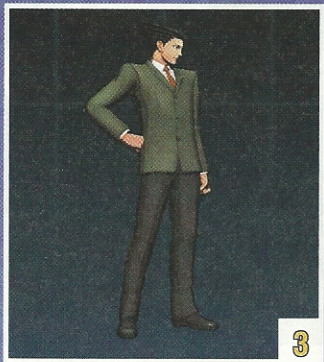
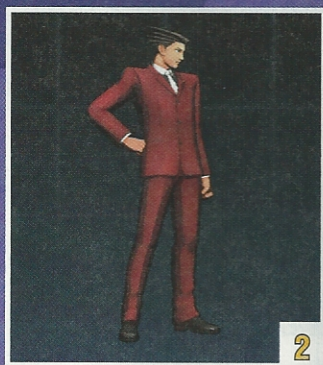
**"HEROES, VILLAINS, AND THIS HUGE GALACTUS GUY TRYING TO TAKE OVER... IT'S LIKE SOMETHING OUT OF MAYA'S FAVORITE SHOW!"**

\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



## Overview

<b>Vitality</b>	<b>1,000,000</b>
<b>Chain Combo Archetype</b>	<b>Marvel Series</b>

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	135%	105%
Level 2 (2 teammates remaining)	160%	110%
Level 3 (1 teammate remaining)	185%	115%

Phoenix Wright has stumbled into quite the legal conundrum here in *Ultimate Marvel vs. Capcom 3*. As you'll note from his canon stats, he's not the heartiest combatant—actually, he's the least hearty. He's a talker, not a fighter, and he's used to mounting a defense, not hurling chi energy from his fists and flying about like everyone else in the cast. So, instead of fitting a square peg into a round hole, Phoenix Wright goes with what he knows best—somewhat awkwardly building overwhelming evidence to refute the opposition's case.

Phoenix Wright has three stances, or modes: Investigation, Trial, and Turnabout. Turnabout, which can be entered during Trial mode by landing Wright's  $\rightarrow + H$  or air  $\downarrow + H$  while carrying three pieces of admissible evidence, boosts Phoenix Wright to the apex of his powers of counsel for an astonishing 20 seconds. For any of Wright's deficiencies outside of Turnabout, he is easily one of the most important characters in the game within Turnabout. What's the big deal with Turnabout?

**Phoenix Wright gains a 20% boost to damage and speed**

**Evidence on hand is increased in speed and power**

**All Paperwork specials become Paperwork Storm; Press the Witness becomes Break the Witness; the same upgrades take place with Phoenix Wright— $\alpha$  and Phoenix Wright— $\beta$ ; these are the best special moves and assists in the game**

**Ace Attorney, the single best attack in the game, becomes available**

So, how do we get there?

**By using Investigations mode to compile evidence, while enlisting the help of Wright's legal assistant Maya, who basically functions like an extra assist**

**By using Trial mode to leverage that evidence, keeping adversaries at bay with bolts of incrimination while waiting for a chance to score  $\rightarrow + H$  or air  $\downarrow + H$  when three pieces of evidence are held**

With Turnabout activated, Phoenix Wright not only becomes a tremendously powerful point character (who usually has a chance to K.O. whichever character he hit to enter Turnabout right away, leading to a mix-up against a fresh character too), but the game's best assist character with a bullet. There is not really a wrong way to go about exploiting Turnabout.



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b> (Investigation and Trial)	1	33,000	264	6	10	5	-1	-2	Chains into crouching <b>L</b>
	Standing <b>L</b> (Turnabout)	1	39,600	316	5	9	4	+3	+2	Chains into crouching <b>L</b>
2	Standing <b>M</b> (Investigation and Trial)	1	50,000	400	8	10	13	-4	-5	—
	Standing <b>M</b> (Turnabout)	1	60,000	480	7	9	11	+1	0	—
3	Standing <b>H</b> (Investigation)	1	60,000	480	12	10	17	-3	-4	—
4	Standing <b>H</b> (Trial)	1	60,000	480	9	9	19	-4	-5	Press <b>H</b> again to chain to Illuminating Point
5	Standing <b>H</b> (Turnabout)	1	132,000	1056	12	10	11	—	+4	Knocks down, jump-cancellable, deals chip damage



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b> (Investigation and Trial)	1	33,000	264	7	10	6	-2	-3	Low attack
	Crouching <b>L</b> (Turnabout)	1	39,600	316	6	9	5	+2	+1	Low attack
2	Crouching <b>M</b> (Investigation)	1	45,000	360	9	10	15	-6	-7	—
3	Crouching <b>M</b> (Trial)	1	55,000	440	8	10	13	-4	-5	—
	Crouching <b>M</b> (Turnabout)	1	66,000	528	7	9	11	+1	0	—
4	Crouching <b>H</b> (Investigation)	2	59,700	520	11	12	18	—	0	Low attack, second hit knocks down
5	Crouching <b>H</b> (Trial)	1	65,000	520	10	10	16	-2	-3	Press <b>H</b> again to chain to Note Scribbling
6	Crouching <b>H</b> (Turnabout)	1	132,000	1056	11	10	12	—	+3	Knocks down, jump-cancellable, deals chip damage



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching) (Investigation and Trial)	1	100,000	800	10	4	22	—	-3	Launcher, not special- or hyper combo-cancelable
	<b>S</b> (while standing or crouching) (Turnabout)	1	120,000	960	9	4	18	—	+3	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b> (Investigation and Trial)	1	35,000	280	7	10	7	+11	+10	Overhead attack
	Air <b>L</b> (Turnabout)	1	42,000	336	6	9	6	+13	+12	Overhead attack
2	Air <b>M</b> (Investigation and Trial)	1	50,000	400	9	10	16	+17	+16	Overhead attack
	Air <b>M</b> (Turnabout)	1	60,000	480	8	9	13	+19	+18	Overhead attack
3	Air <b>H</b> (Investigation)	1	60,000	480	11	10	18	+19	+18	Overhead attack
4	Air <b>H</b> (Trial)	1	60,000	480	9	10	18	+18	+17	Overhead attack, press <b>H</b> again to chain to "Just a Little More...!"
5	Air <b>H</b> (Turnabout)	1	132,000	1056	12	10	11	—	+23	Overhead attack, ground bounces foe, deals chip damage





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b> (Investigation and Trial)	1	70,000	560	11	4	26	+20	+18	Causes hard knockdown if used in launcher combo.
	Air <b>S</b> (Turnabout)	1	64,000	672	10	4	21	+21	+20	Causes hard knockdown if used in launcher combo.
2	Air <b>↗</b> + <b>S</b> (during launcher combo) (Investigation and Trial)	2	105,000	880	10	4	27	—	—	Tags in next available hero while lofting opponent upward.
	Air <b>↗</b> + <b>S</b> (during launcher combo) (Turnabout)	2	117,000	976	9	4	22	—	—	Tags in next available hero while lofting opponent upward.
3	Air <b>↗</b> or <b>↖</b> + <b>S</b> (during launcher combo) (Investigation and Trial)	2	95,000	800	10	4	27	—	—	Tags in next available hero while causing wall bounce, erases 1 hyper meter bar from foe
	Air <b>↗</b> or <b>↖</b> + <b>S</b> (during launcher combo) (Turnabout)	2	105,000	880	9	4	22	—	—	Tags in next available hero while causing wall bounce, steals 1 hyper meter bar from foe
4	Air <b>↘</b> + <b>S</b> (during launcher combo) (Investigation and Trial)	2	95,000	800	10	4	27	—	—	Tags in next available hero while causing ground bounce, generates 1 hyper meter bar
	Air <b>↘</b> + <b>S</b> (during launcher combo) (Turnabout)	2	105,000	880	9	4	22	—	—	Tags in next available hero while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Slip-Up (Investigation and Trial)	<b>↗</b> + <b>M</b>	1	60,000	480	25	4	32	—	-13	Overhead attack, hard knockdown
	Slip-Up (Turnabout)	<b>↗</b> + <b>M</b>	1	72,000	576	21	4	27	—	-6	Overhead attack, hard knockdown
2	Questioning (Investigation)	<b>↗</b> + <b>H</b>	1	70,000	560	20	13	28	-17	-18	After 4 Questionings foe is stunned for 120 frames
3	Air Questioning (Investigation)	(in air) <b>↘</b> + <b>H</b>	1	70,000	560	20	13	28	+9	+8	After 4 Questionings foe is stunned for 120 frames
4	Illuminating Point (Trial)	(during standing on contact) <b>H</b>	1	80,000	640	10	7	18	+6	-2	Knocks down, jump-cancelable
5	Note Scribbling (Trial)	(during crouching on contact) <b>↘</b> + <b>H</b>	1	60,000	480	12	4	20	—	-1	Low attack, knocks down
6	"Just a Little More..." (Trial)	(during air on contact) <b>H</b>	1	70,000	560	11	10	16	+19	+18	Overhead attack
7	Cross-Examination (Trial)	<b>↗</b> + <b>H</b>	1	70,000	560	20	13	28	-17	-18	After 3 Cross-Examinations foe is stunned for 120 frames
8	Air Cross-Examination (Trial)	(in air) <b>↘</b> + <b>H</b>	1	70,000	560	20	13	28	+9	+8	After 3 Cross-Examinations foe is stunned for 120 frames
9	Bridge to the Turnabout (Trial)	(with 3 pieces of Evidence) <b>↗</b> + <b>H</b>	1	100,000	800	27	20	24	+25	-11	On hit Phoenix Wright enters Turnabout, Wright's speed and damage increase by 20%, Turnabout lasts 1200 frames
10	Air Bridge to the Turnabout (Trial)	(with 3 pieces of Evidence) <b>↘</b> + <b>H</b>	1	100,000	800	27	20	24	+12	+8	On hit Phoenix Wright enters Turnabout, Wright's speed and damage increase by 20%, Turnabout lasts 1200 frames
11	Pursuit (Turnabout)	<b>↗</b> + <b>H</b>	1	120,000	960	17	17	18	+1	0	After 3 Pursuits foe is stunned for 120 frames
12	Air Pursuit (Turnabout)	(in air) <b>↘</b> + <b>H</b>	1	120,000	960	17	17	18	+12	+11	After 3 Pursuits foe is stunned for 120 frames



PHOENIX WRIGHT  
NEW



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	↵ + H (ground)	1	80,000	800	1	1	Hard knockdown
	↵ + H (ground)	1	80,000	800	1	1	Hard knockdown
2	↵ + H (air)	1	80,000	800	1	1	Hard knockdown
	↵ + H (air)	1	80,000	800	1	1	Hard knockdown



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Phoenix Wright—α	Steel Samurai Maya Smelting!	Paperwork (High) M	3	94,800	840	44	—	116	86	3 projectiles with 3 low priority durability points, each projectile lasts for 30 frames
2	Phoenix Wright—α (Turnabout)	Steel Samurai Maya Smelting!	Paperwork Storm (High) M	9	183,400	2160	38	—	102	72	3 projectiles with beam durability: 3 frames x 3 low priority durability points each, each projectile lasts for 25 frames
3	Phoenix Wright—β	Steel Samurai Maya Smelting!	Press the Witness M	5	114,800	1040	44	25(11)4	97	67	Knocks down
4	Phoenix Wright—β (Turnabout)	Steel Samurai Maya Smelting!	Break the Witness M	12	240,600	2592	37	21(11)4	84	54	Knocks down
5	Phoenix Wright—γ	Steel Samurai Maya Smelting!	"Get 'em, Missile!"	1	50,000	400	44	—	132	102	Low attack, OTG-capable, projectile has 5 low priority durability points
	Phoenix Wright—γ (Turnabout)	Steel Samurai Maya Smelting!	"Get 'em, Missile!"	1	60,000	480	37	—	115	85	Low attack, OTG-capable, projectile has 5 low priority durability points



There are two ways of looking at Phoenix Wright's roster of assists. One is to believe that Phoenix Wright has the best two crossover assists in the game, and the other is to be wrong. Phoenix Wright—α, which emulates Paperwork (High) M, and Phoenix Wright—β, which emulates Press the Witness M, are fine assists on their own. But the important part is that both are *drastically* improved when Turnabout is active. Paperwork becomes Paperwork Storm, covering most of the screen and becoming much more damaging and useful, while Press the Witness becomes Break the Witness, at once the best pinning assist or defensive assist in the game, as well as the most damaging assist on hit or block, period! Phoenix Wright—β during Turnabout even causes a wall bounce with the last hit.

But that's not all. Normally, none of Wright's assists have any kind of invulnerable period. But during Turnabout, both Phoenix Wright—α and Phoenix Wright—β are 100% invincible from start to finish. That's right: Start. To. Finish. These incredible assists literally *cannot be stopped or punished* while Phoenix Wright has Turnabout active!! The other team can be Iron Man, Dormammu, and Akuma (and Ryu, and Nova, and Galactus, and the ghosts of Cable and Gold War Machine, it doesn't matter) all engaged in their beam hyper combos during a crossover combination, flooding the entire screen with an unbelievable torrent of destructive energy, but get Phoenix Wright riled up and the lawyer is unfazed by *anything*... he'll walk through it all to serve his papers during Turnabout. Then he'll leave, having never been vulnerable.

In *MvC2*, one way to make almost any character competent was to develop ways they could combo into Tron—γ (a different assist in that game than this one), which made any character capable of heavy damage. And in original *MvC3*, the most important assists ended up being Tron—β (what is it with Tron?) and Haggar—α, mostly because they were two of the only assists with any noteworthy period of invulnerability. Make no mistake, every other assist in *UMvC3* is fighting for third place at best against Phoenix Wright's über-assists. In fact, despite how powerful Turnabout is while Phoenix Wright is defending his case on point, it's arguable that supercharging Phoenix Wright—α or Phoenix Wright—β is the best overall application of the mode and character. There's nothing like having an ace attorney in your back pocket. Also note that these assists are also invulnerable when they are used as crossover counters, so countering to Turnabout Wright is an almost assured way to get him back on screen safely, and probably with a combo opportunity right off the bat!

Bringing up the rear with a regular-old assist is Phoenix Wright—γ, which somewhat emulates Wright's throw, in which Missile the trusty lawdog rushes out to surprise the enemy. The dog is OTG-capable and hits low, but the speed of this assist is lacking compared to others with similar useful traits. And, apart from the 20% damage and speed boost Phoenix Wright gains for all his attacks, the "Get 'em, Missile!" assist gains *no* benefit from Turnabout. The total invincibility granted to Phoenix Wright—α or Phoenix Wright—β during Turnabout is a reason all by itself to put the attorney on your team, and yet another reason not to pick Phoenix Wright—γ.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↵ ↵ ↵ + P1 or P2	1	50,000	500 (-1 hyper meter bar)	2	4	37	—	-18

### Notes

On hit snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds





# Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	"M-Maya!?" L (Investigation)	↓ ↘ ↙ + L	—	—	—	27	—	13	—	—	Absorbs up to 250,000 damage, Phoenix Wright takes no damage if attack is absorbed by Maya, active for 152 frames
2	"M-Maya!?" M / H (Investigation)	↓ ↘ ↙ + M or H	1	68,000	544	40	—	10	—	+15	Low attack, OTG-capable, hard knockdown, active for 20 frames
3	Investigate (Investigation)	ATK + S	—	—	—	30	—	5	—	—	Meat restores up to 150,000 red health, evidence usable for Trial and Turnabout are indicated by a highlighted folder
4	Discard (Investigation)	(possessing Evidence) ATK + S	1	70,000	560	12 (False evidence: 14)	—	23 (False evidence: 21)	0 (False evidence: +2)	-1 (False evidence: +1)	Tosses evidence in an arc
5	Mode Change (Investigation and Trial)	↓ ↘ ↙ + S	—	—	—	—	—	—	—	—	Switches between Investigation and Trial, stance change takes 20 frames
6	Paperwork (High) L (Trial)	↓ ↘ ↙ + L	3	35,000 x3	280 x3	15	—	25	+8	+7	3 projectiles with 3 low priority durability points each, each projectile lasts for 30 frames
7	Paperwork (High) M (Trial)	↓ ↘ ↙ + M	3	35,000 x3	280 x3	20	—	25	+8	+7	3 projectiles with 3 low priority durability points each, each projectile lasts for 30 frames
8	Paperwork (High) H (Trial)	↓ ↘ ↙ + H	4	35,000 x4	280 x4	30	—	20	+8	+7	4 projectiles with 3 low priority durability points each, each projectile lasts for 30 frames
9	Paperwork Storm (High) L (Turnabout)	↓ ↘ ↙ + L	9	183,400	2160	14	—	20	+17	+16	3 projectiles with beam durability: 3 frames x 3 low priority durability points each, each projectile lasts for 25 frames
10	Paperwork Storm (High) M (Turnabout)	↓ ↘ ↙ + M	9	183,400	2160	18	—	21	+16	+15	3 projectiles with beam durability: 3 frames x 3 low priority durability points each, each projectile lasts for 25 frames
11	Paperwork Storm (High) H (Turnabout)	↓ ↘ ↙ + H	12	214,800	2880	26	—	16	+25	+24	4 projectiles with beam durability: 3 frames x 3 low priority durability points each, each projectile lasts for 25 frames
12	Paperwork (Low) L (Trial)	↓ ↘ ↙ + L	3	35,000 x3	280 x3	15	—	25	+8	+7	3 projectiles with 3 low priority durability points each, each projectile lasts for 30 frames
13	Paperwork (Low) M (Trial)	↓ ↘ ↙ + M	3	35,000 x3	280 x3	20	—	25	+8	+7	3 projectiles with 3 low priority durability points each, each projectile lasts for 30 frames
14	Paperwork (Low) H (Trial)	↓ ↘ ↙ + H	4	35,000 x4	280 x4	30	—	20	+8	+7	4 projectiles with 3 low priority durability points each, each projectile lasts for 30 frames
15	Paperwork Storm (Low) L (Turnabout)	↓ ↘ ↙ + L	9	183,400	2160	14	—	20	+17	+16	3 projectiles with beam durability: 3 frames x 3 low priority durability points each, each projectile lasts for 25 frames
16	Paperwork Storm (Low) M (Turnabout)	↓ ↘ ↙ + M	9	183,400	2160	18	—	20	+17	+16	3 projectiles with beam durability: 3 frames x 3 low priority durability points each, each projectile lasts for 25 frames
17	Paperwork Storm (Low) H (Turnabout)	↓ ↘ ↙ + H	12	214,800	2880	26	—	16	+26	+25	4 projectiles with beam durability: 3 frames x 3 low priority durability points each, each projectile lasts for 25 frames
18	Present Evidence—Photograph (Trial)	ATK + S	5	102,300	1000	25	20	16	0	-1	Beam durability: 5 frames x 2 low priority durability points
	Present Evidence—Photograph (Turnabout)	ATK + S	5	122,600	1200	21	17	14	+7	+6	Beam durability: 5 frames x 2 low priority durability points
19	Present Evidence—Flower Vase (Trial)	ATK + S	1	100,000	800	15	—	20	+3	+2	Projectile has 5 low priority durability points
	Present Evidence—Flower Vase (Turnabout)	ATK + S	1	120,000	960	13	—	17	+8	+7	Projectile has 5 low priority durability points
20	Present Evidence (Documents) (Trial)	ATK + S	1	100,000	800	29	—	16	+20	+7	Knocks down, projectile has 5 low priority durability points, after 90 frames/contact with enemy/durability depletion the projectile explodes, explosion lasts for 8 frames and nullifies low priority projectiles
	Present Evidence (Documents) (Turnabout)	ATK + S	1	120,000	960	25	—	13	+23	+12	Knocks down, projectile has 5 low priority durability points, after 75 frames/contact with enemy/durability depletion the projectile explodes, explosion lasts for 7 frames and nullifies low priority projectiles
21	Present Evidence—Watch (Trial)	ATK + S	1	100,000	800	20	—	25	-2	-3	Projectile has 5 low priority durability points
	Present Evidence—Watch (Turnabout)	ATK + S	1	120,000	960	17	—	21	+4	+3	Projectile has 5 low priority durability points
22	Present Evidence—Knife (Trial)	ATK + S	3	40,000 x3	320 x3	20	—	30	-7	-8	Each projectile has 3 low priority durability points
	Present Evidence—Knife (Turnabout)	ATK + S	3	48,000 x3	384 x3	17	—	25	0	-1	Each projectile has 3 low priority durability points
23	Present Evidence—Cell Phone (Trial)	ATK + S	3	40,000 x3	320 x3	25	—	25	—	—	Each projectile has 5 low priority durability points, projectiles inactive for 60 frames then seek foe
	Present Evidence—Cell Phone (Turnabout)	ATK + S	3	48,000 x3	384 x3	21	—	21	—	—	Each projectile has 5 low priority durability points, projectiles inactive for 50 frames then seek foe

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## Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
31	Press the Witness L (Trial)	⇨⇩⇩ + L	3	20,000 x 2 + 50,000	160 x 2 + 400	15	20(12)4	5	—	+14	Knocks down
	Press the Witness M (Trial)	⇨⇩⇩ + M	5	20,000 x 4 + 50,000	160 x 4 + 400	20	25(12)4	5	—	+14	Knocks down
	Press the Witness H (Trial)	⇨⇩⇩ + H	7	20,000 x 6 + 50,000	160 x 6 + 400	30	25(12)4	5	—	+14	Knocks down
32	Break the Witness L (Turnabout)	⇨⇩⇩ + L	7	171,000	1632	13	17(11)4	7	—	+14	Wall bounces foe
	Break the Witness M (Turnabout)	⇨⇩⇩ + M	12	240,600	2592	17	21(11)4	3	—	+18	Wall bounces foe
	Break the Witness H (Turnabout)	⇨⇩⇩ + H	20	320,700	4128	25	21(11)4	3	—	+18	Wall bounces foe



1

**"M-Maya!?" L:** Maya is summoned to aid Wright in his search for the truth. She rushes out to stand about a third of the way in from Wright's side of the screen, where she then generates a barrier that lasts for either 152 frames or until 250,000 damage absorbed, whichever comes first. While the barrier is active, anything that touches it is absorbed and cannot hit Wright, so standing just behind the barrier of "M-Maya!?" L is a pretty safe place

to be; Wright won't be safe from characters who can teleport behind him or triangle jump down from sharp angles above, but all direct frontal assaults and shallow air assaults are more or less thwarted. Compliment calls of "M-Maya!?" L with assists that further protect Phoenix Wright's area of the screen, and use the safe time you're buying to Investigate for admissible evidence.



3

**Investigate:** Phoenix Wright has three slots available for evidence. Each slot corresponds to a button combination: L + S for the first slot, M + S for the middle slot, and H + S for the right slot. While in Investigation mode, pressing a pair of buttons that matches an empty slot will cause Phoenix Wright to search for evidence to store in that slot. Admissible evidence which can contribute to accessing Turnabout will cause the slot it's

in to become highlighted; false evidence, which cannot contribute to switching to Turnabout, will have the same drab folder background.

Investigating evidence is a quick process, but still certainly not a safe one; nearby foes can easily move in and hit Phoenix Wright as he digs for the truth. Save Investigate attempts for when the opposing character is either far away or preoccupied super jumping, or when Phoenix Wright is safely covered with Maya and/or crossover assists. If you score a hard knockdown, such as after an air combo or a throw, you might also intentionally forego the OTG opportunity and instead use the time to freely look for a couple pieces of evidence. For more on evidence gathering, see Advanced Tactics.



5

**Mode Change:** By tapping ⇩⇩ + S you can swap Phoenix Wright between Investigation and Trial mode at will. As a special move, Mode Change can be used to cancel basic and command attacks on the ground. Phoenix Wright recovers in 20 frames, having swapped modes. Investigation mode is intended primarily for the gathering of evidence, while Trial mode is more suited to general combat, and for activating Turnabout when three pieces of real evidence are on hand. Note that the recovery of Mode Change is hyper-cancelable; this is most useful after scoring a launcher in Investigation mode, as you can combo to a hard knockdown, swap to Trial mode, then immediately cancel to "Order in the Court!" for a strong OTG capper.



6



7



8



9



10



11



12



13



14



15



16



17

**Paperwork & Paperwork Storm (High & Low):** A career in law is about, among other things, being inundated with files, papers, records, documents and briefs—boxes upon boxes of them. During any version of Paperwork, Phoenix hurls some of the fruits of his meticulousness at the defendant. High (⇨⇩⇩⇨) or Low (⇨⇩⇩⇨) indicates the arc the papers take; for Paperwork (High) the papers rise in altitude, with the final paper being the highest, while Paperwork (Low) is the reverse, with the first paper starting near Wright's head, and the last one just off the ground. H versions create four distinct paper projectiles, while L and M versions create three.

The heavier the version, the further the papers are tossed; Paperwork H travels out to roughly mid screen. The papers persist for half a second, so while they're not quite Amaterasu's Power Slash papers for creating persistent on screen threats, they're slightly less transient than most projectiles. And each paper is itself a distinct projectile; in some ways, Paperwork functions like closer-range, more limited Sentinel drones, especially Paperwork (Low) H, the first paper of which starts out a little higher than Wright's head, providing some anti-air coverage. Note that small and mid-sized characters crouching near Phoenix Wright during Paperwork (Low) M or H can avoid his papers entirely.

During Turnabout, all versions of Paperwork become Paperwork Storm. Paperwork Storm reaches farther, faster, while dealing more damage. Each distinct paper projectile becomes a distinct beam with three frames of durability exchange possible, making Storm variants of Paperwork *three times* more durable against opposing projectiles! Coupled with the enhanced capabilities of Present Evidence and H attacks during Turnabout and it's easy to see how Phoenix Wright becomes a suffocating, full screen-dominant character under Turnabout.



2

**"M-Maya!?" M & H:** As with "M-Maya!?" L, these versions are more like assists than special moves; in particular, these Maya attacks resemble She-Hulk—α, X-23—β, and Felicia—α. Maya rushes out, flummoxing a bewildered Wright as she runs by, before flopping on her

belly and sliding in low at the enemy. This hits low and is OTG-capable. Wright is also free to move before it's over, so he'll have either a free chance to move forward, or to Investigate a new piece of evidence. Near corners and in some other situations, Wright can combo after "M-Maya!?" M or H!



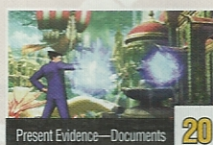
4

**Discard:** During Investigation mode, press S + ATK that matches a slot which already contains evidence, and Phoenix Wright will toss it in an arc across the screen. This is one of two ways to get rid of false evidence, which has no use other than to be thrown at the enemy with

Discard. Take care not to accidentally Discard admissible, highlighted evidence, like knives, cell phones, and documents... you want to hold on to that stuff! Admissible pieces of evidence become powerful zoning tools in Trial mode, and are required in order to access Turnabout. False pieces of evidence actually make for slightly better Discard projectiles than real pieces of evidence, anyway.

In addition to being discarded with Discard, false evidence can also be destroyed simply by using the "Order in the Court!" hyper combo during Trial mode.





**Present Evidence:** Evidence gathered with **S** + **ATK** during Investigation mode is presentable in Trial mode with the same command. Trying to present FALSE evidence will leave Wright disappointed at his own lack of preparation, and leave him a sitting duck for a moment. Presenting true evidence will trigger projectile attacks with varying behaviors. During Turnabout, these projectiles can be fired more quickly, one after another, and they deal more damage!

**Photograph**—enables Phoenix Wright's beam. While it's never bad to have a beam, this one can be crouched under by many characters, and it's a bit slow compared to many beams in Trial mode. In Turnabout mode, it's around the same speed as beams possessed by Iron Man and Doctor Doom. Coupled with the ability to immediately cancel it into itself again or a different Presenting move in Turnabout, it gets much more effective.

**Flower Vase**—enables a lofting, mortar-like projectile. Especially when used to immediately follow-up Paperwork (Low) H, this projectile asserts control of normal jump height across most of the playing field. It's also the Presenting move that can be used most rapidly outside of Turnabout.

**Documents**—launches a floating orb that goes to a random location in a 90 degree arc in front of Phoenix Wright. If nothing touches it, it will explode after a second and a half. If it encounters an enemy or object before then it will explode prematurely, sending any characters it hits into a brief spinning knockdown. Presenting Documents can be treated somewhat like Amaterasu's Power Slash papers (or like a somewhat random aerial Chris landmine, or like a faster M.O.D.O.K. Balloon Bomb), as it causes a stationary threat in front of Phoenix Wright that opponents are forced to either avoid or deal with. In Turnabout mode, Documents can be presented so fast that they'll combo into one another up close for a while, depending somewhat on their random nature.

**Watch**—enables Phoenix Wright's most conventional projectile. It shares similar behavior with other standard 5 point projectiles, and can be fired much more quickly in Turnabout.

**Knife**—may remind some old-school players of Michelle Heart's *MvC1* assist, which was one of the best in that game. Phoenix Wright shoots three knives in a 60 degree spread right in front of him, with one going horizontally and another two spreading out around it. This is his slowest-moving Presenting attack, and thus in some ways the most useful.

**Cell Phone**—summons three orbs that act a bit like Doctor Strange's Daggers of Denak; they don't do anything for a moment, but then they all fire simultaneously, homing in on the enemy. The orbs can be destroyed before they fire or while they're in transit, but it's very unlikely the enemy will destroy all of them. Especially when coupled with other Presenting moves, and with Paperwork (Low), this is one of the best tools for zoning an enemy and keeping them out.



**Press/Break the Witness (Trial/Turnabout):** Phoenix Wright marches forward to serve papers to his target. This move recovers more quickly than it looks; like most of Phoenix Wright's attacks, he has much more animation on the end of the action than you actually have to sit through. It grants big frame advantage even on block. This means you can link attacks just after scoring a Press the Witness hit, especially near corners. During Turnabout, Press the Witness becomes the utterly devastating Break the Witness, which causes a wall bounce with the last hit if successful. Fitting Break the Witness into Turnabout combos, like just after the ground bounce created by air **H**, assures your damage will be outrageous. Add in X-Factor and it's downright preposterous... in Turnabout, with X-Factor lv.1, something as simple as crouching **M**, **⇨** + **H** **⇨** **⇨** **⇨** + **H** is already over 800,000 damage *before* the wall bounce!!

## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Steel Samurai Maya Smelting!	⇨ ⇨ ⇨ + <b>ATK</b> <b>ATK</b>	11	270,400	10+4	—	35	—	+57	Last attack hits low, knocks down, active for 56(11)15 frames
2	"Order in the Court!" (Trial and Turnabout)	⇨ ⇨ ⇨ + <b>ATK</b> <b>ATK</b>	1	250,000	15+4	8	88	+18	-73	Frames 1-54 invincible, OTG-capable, hard knockdown on Wright and foe, projectile destroys most projectiles and beams, use of hyper destroys all false evidence
3	Ace Attorney (Level 3 hyper combo) (Turnabout)	⇨ ⇨ ⇨ + <b>ATK</b> <b>ATK</b>	17	600,000	10+0	3	32	—	-10	Invincible frames 1-18, OTG-capable, hard knockdown



**Steel Samurai Maya Smelting!** The only hyper combo available to Phoenix Wright in every mode sends his assistant Maya forward in a swirling-armed frenzy. Like the Maya specials during Investigation, Steel Samurai Maya Smelting! is more like an assist attack than something Wright performs himself; he can move before it's over, and your opponent's use of advancing guard against Maya will only push their character back a little, while having no direct effect on Wright himself. Especially near corners this makes SSMS! a fantastic pressure hyper combo; if it hits, Wright can continue a combo afterward, and if it's guarded, you can attempt to mix your opponent up with a **⇨** + **M** Slip-Up or a jumping basic attack overhead, or fake and go for a low attack. The opposing character is forced to try to guard correctly while Maya is holding them in place. If it's go-for-broke time, you can X-Factor cancel the startup to recover even earlier than usual, giving you more time to mix your opposition up while Maya holds them helplessly in place.



**"Order in the Court!"** This hyper combo, not available during Investigation mode, delivers one single damaging hit to most of the playing field from an enormous gavel of deep authority. All characters will be struck and tossed into hard knockdowns, even Phoenix Wright (though friendly characters don't actually take damage; this judge is just). The gavel smash is OTG-capable, which is a big reason why combo potential for Phoenix Wright is higher in Trial or Turnabout modes than in Investigation. "Order in the Court!" is also a great team hyper combo starter; most hyper combos can simply continue hitting the opposing character while they're spinning to the turf, and OTG-capable hyper combos can pick them up right after they're laid out.

One very useful, subtle feature of "Order in the Court!" is that it destroys all false evidence! Obviously you won't always have the luxury of hanging back to hide behind Maya and gather evidence; your opponent is going to try to stop you. You can always chuck false evidence at them in Investigation mode, but there are still good reasons to swap to Trial mode sometimes even when you don't have a full roster of admissible evidence, since Wright can go toe-to-toe a little bit better in his "presentation" mode. But, you can't discard undesirable evidence at will anymore. This problem goes away if you end combos with OTG "Order in the Court!" for solid damage and a one-smash-solution to destroying false evidence while leaving any admissible evidence in place. As both you and the opponent recover from the gavel, you're already back in Investigation mode automatically, so summon "M-Mayla!?" L, then check for some real evidence.



**Ace Attorney:** Simply put, this is the best hyper combo in the game. It's only available during Turnabout, and after Ace Attorney all evidence is expended and Turnabout ends. After 10 pre-freeze frames, Ace Attorney strikes the enemy instantly post-freeze, no matter where they are. If the opponent was not ALREADY holding back to block before the hyper freeze, they cannot escape Ace Attorney. It's also OTG-capable... it's basically a faster, better version of Magneto's Gravity Squeeze. Ace Attorney is one of the two most damaging moves in the game, up there with Vergil's Spiral Swords level 3 hyper combo extension.

Ace Attorney is so fast that you can simply use it on reaction to the enemy doing all sorts of things from full screen; did a fireball character think they could get away with even starting to throw a projectile? Whoops, nope. And virtually any combo becomes a K.O. against any character if you unleash Ace Attorney at the end, causing 600,000 unscaled damage on top of the combo the preceded it. And if you get Phoenix Wright into Turnabout and then swap him for the next character before Turnabout ends, then you now have access to a 0-frame THC into Ace Attorney!

And, of course, Ace Attorney's advantages only become stronger with X-Factor. If Turnabout Phoenix Wright is the last counselor standing, Ace Attorney by itself during lv.3 X-Factor deals over 1.1 million damage! So if you'd tagged out Turnabout Phoenix Wright to harass your opponent with his unsurpassed assists, then they finally K.O. his teammates and force the lawyer back into the fray, they won't be able to afford a single slip-up for the duration of Turnabout, lest the match end in a resounding turnaround! Take that!



# Battle Plan



Use "M-Maya?!" L and assists to provide cover for evidence-gathering in Investigation mode.

There is no doubt that your goal with Phoenix Wright is to achieve Turnabout mode. You have a few ways you can actually utilize Turnabout, but any of them is so much better than Phoenix Wright in Investigation or Trial mode that your modus operandi here is self-evident. The first step to activating Turnabout is collecting a full roster of highlighted evidence.

It's very likely that your opponent will be aware of how deadly Turnabout can be, so they won't be too eager to sit back and watch Phoenix

Wright dig around for clues. If they do happen to sit back, well, okay. If they aren't pressuring from afar, call a long range assist if you have one (good examples for Phoenix Wright include staples like any Doctor Doom assist, Iron Man— $\alpha$  or Sentinel— $\alpha$ , and new assists like Rocket Raccoon— $\alpha$ ), then dig for a piece of evidence or two. All the evidence items look distinct as Wright plucks them up, but *UMvC3* has a tendency to get chaotic, so if you aren't sure what's on hand then just check out Wright's inventory; highlighted folders are the important thing.

Against more aggressive opponents, you'll want to get "M-Maya?!" L out there, so Wright has a sturdy shield to stand behind. It's from the cover of this shield that you may find chances to attack your foe with Wright's short limbs safely, perhaps while they try foolishly to attack through Maya's shield. If it's Phoenix Wright's birthday and you happen to catch two characters at once, proceed to **Combo X** to do knockout-worthy damage to most point characters and all assists, even from Wright's least powerful mode.

Against foes who jump in over Maya's shield, note that Wright's standing basic attacks all make great anti-airs. There's a hitbox around any document Wright is reading, which extends above and in front of his head. So, although it may not look like it, that means Phoenix Wright's standing basic attacks can be used as anti-air like the standing  $\mathbf{L}$  attacks of Magneto or Dante. And both standing and air  $\mathbf{H}$  in Investigation have very large hitboxes that extend in a circle all the way around and above Wright. Enemies knocked out of the air at low altitudes by attacks like Investigation standing  $\mathbf{L}$  or  $\mathbf{H}$  can be chained into a launcher for a follow-up combo.

Wright is very limited in Investigation mode, especially in the moves that can be used to open up an enemy, and in the potential for combo embellishment. Still, the attorney isn't helpless even when he's still researching his case. If an opponent is made hesitant by the Maya barrier, or if they're forced to block your assist, you can stage a simple but effective mix-up. The baseline layer (or opening argument, if you will) is that you can dash in and attack with a chain of crouching  $\mathbf{L}$ , standing  $\mathbf{L}$ . This is your preferred opener when fishing for a hit. If the opponent is getting hit you can proceed to **Combo I** or **Combo II**. If they guard, halt the blocked chain and go for an alternative. Since crouching  $\mathbf{L}$  hits low, we need some counterpoints that hit high.  $\mathbf{H} + \mathbf{M}$  is a command attack called Slip-Up in which Wright haplessly slips on a banana, thudding upon his enemy with an overhead attack that causes a knockdown. This can be canceled on hit or block to a "M-Maya?!" M attack, which hits low and will OTG from  $\mathbf{H} + \mathbf{M}$  if it hit. (See **Combo III**.) If the overhead is guarded you can still cancel to Maya, or cancel to Mode Change to try slightly better up-close attacks with Trial mode.

Jumping toward the opposing character when there's a chance to attack can also lead to the same opportunities. Attack with Investigation air  $\mathbf{H}$  on the way in, which has a surprising cross-up hitbox; it doesn't matter which side you jump to, so just jump on top of them as ambiguously as possible! Mixing in an empty jump here and there so you can land and immediately go for crouching  $\mathbf{L}$  or a throw is also a strong option.

And although they don't help too much with the synergy of his team, since he's mostly kind of a zoning character, low-hitting OTG-capable assists go the longest way toward covering up Wright's offensive deficiencies, allowing for relaunched or  $\mathbf{H} + \mathbf{H}$  hits in combos where they're otherwise impossible. The prototypical example is Wesker— $\beta$ , still the all-around best OTG-capable assist in *UMvC3*.

Trial and Investigation modes can be toggled between with  $\mathbf{H} + \mathbf{S}$ . Once all three slots of evidence are filled, it's time to switch to Trial mode; not only is Phoenix Wright a better all-around accidental fighter in Trial mode, but landing any  $\mathbf{H} + \mathbf{H}$  or air  $\mathbf{H} + \mathbf{H}$  "OBJECTION!" attack will enter Turnabout.

Seeking Turnabout isn't the only reason to switch to Trial mode. If your challenger plays a style of constant offense trying to rush down Phoenix Wright, and especially if they have a teleport or similar pass-through tactic they're coupling with assist use, you won't have as much of a luxury of being able to search for evidence safely in Investigation mode. Trial has a few fighting upgrades over Investigation: standing, crouching, and air  $\mathbf{H}$  attacks can all be chained into an  $\mathbf{H}$  command extension, making for better chain combos, Wright's  $\mathbf{H} + \mathbf{H}$  and air  $\mathbf{H} + \mathbf{H}$  "HOLD IT!" questioning attacks cause a stun after three uses rather than four in Investigation, and the Paperwork and Press the Witness attacks become available. Also, any admissible evidence becomes a projectile weapon; these attacks are the saving grace of the mode when you have one or two pieces, but not enough to enter Turnabout.



Documents and Flower Vase are great pieces of defensive evidence.



Cell Phone coupled with Watch or Photograph allows you to fight at full screen.

When fighting in Trial mode without enough evidence for Turnabout, you should look at attack opportunities as chances to buy time to look for evidence, rather than strictly for damage dealing and meter building. Managing to score a hard knockdown from an air combo can lead to an "Order in the Court!" OTG hyper combo, sure, but you could also use the opportunity to swap back to Investigation mode, scoop up a piece of evidence, then call Maya out before scooping up another piece of evidence, all while they're still getting up. It can also be worth foregoing hyper combo use simply to conserve meter, since Phoenix Wright isn't the best battery in the world. In fact, since the majority of Phoenix Wright's useful damage potential comes from Turnabout anyway, you should consider saving most of your hyper meter for Wright's teammates, rather than spending too much of it for Phoenix Wright's below-average, non-Turnabout combos.

You can also buy chances to search for evidence by using some combinations of evidence and Maya calls. In order to use "M-Maya?!" during Trial mode, swap back to Investigations, summon Maya, then swap right back. Make sure you've actually swapped back before using evidence again; if you remain in Investigation thinking you're ready to use evidence, you'll just end up throwing it away. The pieces of evidence that provide the most long-term cover are Documents and Cell Phone. Fire either of them twice (or fire them each once, if you happen to have both), then swap back to Investigation and see about fixing up the remaining empty evidence slots. Using methods like these, you can also replace real pieces of evidence that you don't prefer. Beggars usually can't be choosers when it comes to which pieces of evidence to use due to the frantic pace of *UMvC3*, but if you get certain pieces of evidence right away (Cell Phone) then Wright's zoning and flexibility goes up in general, which grants you extra chances to be picky about remaining evidence.



If your challenger gets around "M-Maya?!" L, like with a triangle jump or teleport...



...standing  $\mathbf{L}$  makes a surprisingly good anti-air! That paper must be heavy stock.



OTG-capable assists make it possible to start Turnabout after throws,  $\mathbf{H} + \mathbf{M}$ , or flying screen.



Three  $\mathbf{H} + \mathbf{H}$  or air  $\mathbf{H} + \mathbf{H}$  attacks puts the foe into a blue-tinted stupor (four hits are required in Investigation); the hit used to start Turnabout counts toward this total.

When you do have enough evidence to enter Turnabout, then it's time to find a way to score a hit with Trial mode  $\mathbf{H} + \mathbf{H}$  or air  $\mathbf{H} + \mathbf{H}$ . Either "OBJECTION!" attack will initiate Turnabout, which is far and away the longest timed power-up state in the game, lasting 20 seconds. These attacks (technically called Bridge to the Turnabout) can be easily worked into a combo; simply chain to  $\mathbf{H} + \mathbf{H}$  after a standing  $\mathbf{H}$ ,  $\mathbf{H}$  chain, or launch and super jump with air  $\mathbf{H} + \mathbf{H}$  immediately. You can also cause a hard knockdown, like after an air combo, throw, or  $\mathbf{H} + \mathbf{M}$  overhead, then call an OTG assist and juggle with  $\mathbf{H} + \mathbf{H}$  off the OTG pop-up hit. (See **Combo IX**.)

It's very important to note that hitting an assist with these attacks still counts; you can enter Turnabout by using "OBJECTION!" against an assist. This can be hugely helpful if their point character is a stubborn nut to crack.

Turnabout starting with  $\mathbf{H} + \mathbf{H}$  or air  $\mathbf{H} + \mathbf{H}$  means that your foe will have a stun counter of at least one on them right as Turnabout begins. As with Trial mode, getting the stun counter up to three during Turnabout causes a special dizzy state in the enemy during which anything juggles, even launchers against prone foes. Try to keep in mind how many  $\mathbf{H} + \mathbf{H}$  and  $\mathbf{H} + \mathbf{H}$  attacks you've landed, to make the most of this if you can combo into the third attack, and thus the stun, under control. Note that it takes 4 of these attacks to stun during Investigation mode, but if you hit with one of them during Investigation, then swap to Trial and land two more, the third one will stun in this case, even though Investigation "HOLD IT!" attacks are worth less in terms of stun.

If you enter Turnabout off a clean hit, you should almost always be in position to perform a knockout combo, or very close to it. If you land  $\mathbf{H} + \mathbf{H}$  against an opponent on the ground, dash forward immediately after the Turnabout freeze ends, and link crouching  $\mathbf{M}$ ,  $\mathbf{H} + \mathbf{H}$   $\mathbf{H} + \mathbf{H}$  for heavy damage and a wall bounce from which you can easily juggle more  $\mathbf{H}$  attacks (see the last combo in the Combo Appendix). Crouching  $\mathbf{H}$  wall bounces, while air  $\mathbf{H}$  ground bounces, and standing  $\mathbf{H}$  causes enough lofting hitstun to allow you to dash forward and juggle standing  $\mathbf{H}$  again (or, near corners, to just stand still and juggle standing  $\mathbf{H}$  three or four times in a row). Meanwhile, both Paperwork and Press the Witness become much more powerful than normal, along with each piece of evidence.

Wright gains access to the most powerful attack in the game, Ace Attorney, but its use ends Turnabout. Super Samurai Maya Smelting! and "Order in the Court!" are also both still available, and don't do anything to shorten Turnabout's duration. "Order in the Court!" can add oomph to any combo that happens to end with a hard knockdown, while Super Samurai Maya Smelting! is



# Battle Plan continued

extremely powerful near corners, especially during Turnabout—get Maya out there and your opposition will be pinned, forced to block her flailing arms in the corner, while you prepare whatever hellacious mix-up you like against them.

Once you activate Turnabout, you should think of the time it lasts as a commodity you can spend. Ideally, you enter Turnabout off a clean hit, and so you already have a chance to do serious damage, or outright eliminate, one character. Even if the chance presents itself to use Ace Attorney early on in Turnabout, even if it's for a knockout, you should consider passing it up. Instead, end Turnabout combos with "Order in the Court!" before using a team hyper combo cancel to hand off to Wright's next partner. This is virtually assured of doing at least 900,000 damage to the target, but more important it puts Wright on the sidelines with Turnabout assists active, and not very much Turnabout time expended off the clock!

Wright's partners can make serious use (and abuse) of Phoenix Wright— $\alpha$  and Phoenix Wright— $\beta$  while he's in Turnabout; since the assists are never actually vulnerable, you can feel confident calling Wright even if he has only a sliver of life left on the sidelines. You can essentially get away with just attacking using your Phoenix Wright assist, and trying not to take risks otherwise!

If the chance presents itself here to turn the tide with a quick K.O., your point character backed by Phoenix Wright will have the option of landing a hyper combo, then using a THC to tack on Ace Attorney. Since Ace Attorney is instant after the hyper freeze and hits anywhere, there isn't a hyper combo this won't work with. You can even whiff punish your opposition from impossible positions by performing a quick hyper combo with your point character, then immediately THC canceling to Ace Attorney, for an anywhere-punish on short notice! This is costly, requiring four bars of meter, but it can be worthwhile if it will take the target out (and certainly is worthwhile if it will end the match).

If the character in front of Phoenix Wright is knocked or snapped out, he'll return with Turnabout still active. If you haven't used Ace Attorney you still have meter lying around, probably, so be patient and develop a sense of how long is left in Turnabout; if your opponent so much as flinches and time's running out, snag them from anywhere with the long arm of the law. Otherwise, if you have the chance, you can get Phoenix Wright out *again*, swapping to the other partner with a crossover attack or another "Order in the Court!" THC. Turnabout might be seconds or even frames from being over at this point, but the timer doesn't matter while Wright is off screen; with 1 frame or 1199 frames of Turnabout left, Phoenix Wright's powered-up assists are still unbelievable.



During Turnabout, Phoenix Wright— $\alpha$  and Phoenix Wright— $\beta$  assists are never vulnerable...



...forcing even the most powerful opponent to be extremely respectful of Wright's team!



PHOENIX WRIGHT  
NEW

## COMBO USAGE

**I. IN INVESTIGATION, CR.  $\text{L}$ , ST.  $\text{L}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\text{S}$   $\rightarrow$  CANCEL  $\rightarrow$  FORWARD SUPER JUMP, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\text{S}$ , LAND,  $\text{P1=P2}$  WESKER— $\beta$  OTG, FORWARD DASH,  $\text{S}$   $\rightarrow$  CANCEL  $\rightarrow$  FORWARD SUPER JUMP, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\text{S}$ ,  $\downarrow\downarrow$   $\rightarrow$   $\text{S}$  (TRIAL)  $\rightarrow$  CANCEL  $\rightarrow$   $\downarrow\swarrow\swarrow$   $\rightarrow$   $\text{ATK-ATK}$  OTG**

526,900 damage, 27% meter loss

Phoenix Wright has a lot of trouble performing long combos in Investigation, so equipping a decent OTG assist helps. After the final air  $\text{S}$  knockdown, land and quickly perform  $\downarrow\downarrow$   $\rightarrow$   $\text{S}$   $\rightarrow$  CANCEL  $\rightarrow$   $\downarrow\swarrow\swarrow$   $\rightarrow$   $\text{ATK-ATK}$  to enter Trial and cancel its stance change recovery into the "Order in the Court!" hyper combo. Again, don't bother to wait for the stance to recover, you can just hyper cancel immediately.

If you choose to bypass swapping to Trial mode for the OTG hyper combo at the end, you can simply use the hard knockdown as an opportunity to summon "M-Maya!?" L, then Investigate for a couple pieces of evidence while your opponent is busy recovering from the hard knockdown. This nets 349,700 damage and a meter gain of 73%.

**II. IN INVESTIGATION, CR.  $\text{L}$ , ST.  $\text{L}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\rightarrow$   $\rightarrow$   $\text{H}$   $\rightarrow$  CANCEL  $\rightarrow$   $\downarrow\swarrow\swarrow$   $\rightarrow$   $\text{ATK-ATK}$ , WAVEDASH TWICE, ST.  $\text{M}$ ,  $\text{H}$ ,  $\text{S}$   $\rightarrow$  CANCEL  $\rightarrow$  FORWARD SUPER JUMP, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\text{S}$ , LAND,  $\downarrow\downarrow$   $\rightarrow$   $\text{S}$  (TRIAL)  $\rightarrow$  CANCEL  $\rightarrow$   $\downarrow\swarrow\swarrow$   $\rightarrow$   $\text{ATK-ATK}$  OTG**

552,500 damage, 45% meter loss

This short combo burns two bars of meter for a relatively small amount of damage, so it's only worth going for if you're sure it will K.O. the target. Otherwise, you're better off saving meter and using hard knockdowns as free chances to look for evidence. After Phoenix Wright recovers from  $\downarrow\swarrow\swarrow$   $\rightarrow$   $\text{ATK-ATK}$ , immediately wavedash forward twice to move into attack range; time your attack so that it hits the opposing character right as Maya finishes her assault.

If you happen to have any false evidence on hand, "Order in the Court!" destroys it, while switching Phoenix Wright back to Investigation from Trial mode.

**III. IN INVESTIGATION,  $\rightarrow$   $\rightarrow$   $\text{M}$   $\rightarrow$  CANCEL  $\rightarrow$   $\downarrow\swarrow\swarrow$   $\rightarrow$   $\text{M}$  OTG,  $\downarrow\downarrow$   $\rightarrow$   $\text{S}$  (TRIAL)  $\rightarrow$  CANCEL  $\rightarrow$   $\downarrow\swarrow\swarrow$   $\rightarrow$   $\text{ATK-ATK}$  OTG**

352,000 damage, 89% meter loss

$\rightarrow$   $\rightarrow$   $\text{M}$  Slip-Up is Phoenix Wright's overhead while standing, and it causes a hard knockdown on hit. It can be canceled into "M-Maya!?" M for an OTG; switch to Trial mode and perform "Order in the Court!" as fast as possible to add a third heavy hit after Maya OTGs your foe. You can call an assist to re-launch the opponent after Maya hits instead of doing the hyper combo, but the timing is pretty rough.

**IV. IN INVESTIGATION, BACK THROW OR BACK AIR THROW,  $\downarrow\swarrow\swarrow$   $\rightarrow$   $\text{M}$  OTG,  $\downarrow\downarrow$   $\rightarrow$   $\text{S}$  (TRIAL)  $\rightarrow$  CANCEL  $\rightarrow$   $\downarrow\swarrow\swarrow$   $\rightarrow$   $\text{ATK-ATK}$  OTG**

372,000 damage, 87% meter loss

It's easier to OTG after Phoenix's back throws, so use them over his forward throw unless your opponent is cornered. Since the target is closer, you can opt to sub out the hyper combo with an OTG assist for a re-launch instead.



## COMBO USAGE CONT.

**V. IN TRIAL, CR. L, ST. L, H, H CANCEL → FORWARD JUMP, AIR ↓ + H, DELAYED S, LAND, ST. M, H, → + H, S CANCEL → FORWARD SUPER JUMP, AIR M, H, H, ↓ + H (STUNNED), LAND, {S CANCEL → FORWARD SUPER JUMP, AIR M, H, H, S, LAND, FORWARD DASH, ↓ ↘ ← + ATK ATK} OR {↓ ↘ → + ATK ATK, WAIT FOR FINAL HYPER COMBO HIT, S CANCEL → FORWARD SUPER JUMP, AIR H, H, S, LAND, ↓ ↘ ← + ATK ATK}**

**577,500~667,600 damage, 2~104% meter loss**

This combo hits the enemy with → + H/air ↓ + H three times, resulting in a stun that allows for a relaunch after the super jumping portion. The opponent must not have been hit with → + H before this, or else the stun timing will be off. Keep track of how many times you've landed → + H or air ↓ + H to better suit your combo needs. Note that the standing H H chain whiffs against most crouching characters; it's only reliable against opponents who are standing (which they should be anyway, if crouching L at the beginning hit them). Go for this after an empty jump in, or when the opponent is watching out for → + M.

**VI. IN TRIAL, → + M CANCEL → ↓ ↓ + S (INVESTIGATION), ↓ ↘ → + M, ↓ ↓ + S (TRIAL) CANCEL → ↓ ↘ ← + ATK ATK**

**352,000 damage, 90% meter loss**

Even though it isn't necessary, you can cancel Trial's → + M into a change to Investigation to summon "M-Maya!?" M, then change back to Trial for the "Order in the Court!" hyper combo OTG. You may also opt to simply cancel → + M into ↓ ↘ ← + ATK ATK, however, skipping the stance-switching steps. As always, you can trade out the hyper combo for an OTG assist and a re-launch if your heart desires.

**VII. IN TRIAL WITH THREE PIECES OF EVIDENCE, CR. L, M, ST. H, S CANCEL → FORWARD SUPER JUMP, AIR M, H, H, S, LAND, P1=P2 WESKER—β OTG, → + H (TURNABOUT), CR. H, FORWARD DASH INTO FORWARD JUMP, AIR H, LAND, FORWARD DASH, S CANCEL → FORWARD SUPER JUMP, AIR M, M, S, LAND, ↓ ↘ ← + ATK ATK OTG OR → ↓ ↘ + ATK ATK OTG**

**730,000~1,130,000 damage, 2% meter gain or 198% meter loss**

A basic example of shifting into Turnabout mid-combo. After the Turnabout change, you can opt to enter X-Factor to ensure the remainder of the combo knocks out the opposing character (without having to use the level 3). This leaves you in both X-Factor and Turnabout for the incoming opponent. Alternatively, you can perform the first combo, ending with the gavel OTG, then THC to your next ally. The next character's hyper combo pours more damage onto the 730,000 Wright already did, and meanwhile he's now on the sideline, where you can abuse his astonishing Turnabout assists! If your point character ever has four bars of meter in reserve, almost any hyper combo can then easily lead back to Ace Attorney for huge, 0-frame damage, or you can simply wait for Wright to return, with the majority of his Turnabout still left, since he handed off the fight to a teammate almost immediately!

**VIII. IN TRIAL WITH THREE PIECES OF EVIDENCE, CR. L, ST. H, H, → + H (TURNABOUT), FORWARD JUMP, AIR ↓ + H, S, LAND, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, LAND, → ↓ ↘ + H, WAVEDASH FORWARD FOUR TIMES, S CANCEL → FORWARD SUPER JUMP, AIR M, M, S, LAND, ↓ ↘ ← + ATK ATK OR → ↓ ↘ + ATK ATK**

**882,300~1,355,500 damage, 35% meter gain or 164% meter loss**

A devastating Turnabout combo. Performing the level 3 version instantly knocks out any character even from full vitality, but you'll have to weigh whether you actually want to end Turnabout this quick by using the level 3. Save this for when an opponent's final character enters the screen, so the strategic benefit of prolonging Turnabout is no longer relevant.

**IX. IN TRIAL WITH THREE PIECES OF EVIDENCE, → + M, WAIT A MOMENT, P1=P2 WESKER—β OTG, → + H (TURNABOUT), FORWARD DASH S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, LAND, → ↓ ↘ + H, WAVEDASH FORWARD FOUR TIMES, S CANCEL → FORWARD SUPER JUMP, AIR M, M, S, LAND, ↓ ↘ ← + ATK ATK OTG OR → ↓ ↘ + ATK ATK OTG**

**846,100~1,309,300 damage, 16% meter gain or 184% meter loss**

This is a method of entering Turnabout off of an overhead attack. After → + M hits, call Wesker—β a little later than you think you should to give yourself enough time to rise and connect → + H. In the very likely event that using Ace Attorney here represents overkill, instead perform a team hyper combo from "Order in the Court!" to your next teammate's best hyper combo.

**X. IN INVESTIGATION, CR. L, ST. L, M, H, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, ↓ ↓ + S (TRIAL) CANCEL → ↓ ↘ ← + ATK ATK OTG, WAVEDASH FORWARD TWICE, ST. H, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, ↓ ↓ + S (TRIAL) CANCEL → ↓ ↘ ← + ATK ATK OTG**

**867,700~1,019,300 damage depending on X-Factor level, 2~117% meter loss**

A basic X-Factor combo that deals hellish damage. Go for this combo when you realize you've caught two characters at once; you may have this opportunity frequently if you call "M-Maya!?" L and the enemy attacks while calling their assist right into the barrier. In this way, Phoenix Wright is capable of dealing heavy damage to the other team even without his exclusive Turnabout mode. If you land the first crouching L in Trial mode, change the air chain sequence to air M, H, H, S for additional damage. Swapping to Trial mode manually after the first hard knockdown is also not required if you begin in Trial mode.



## ADVANCED TACTICS

### BODY OF EVIDENCE

Playing Phoenix Wright comes with a mild inventory management aspect. Six of his best special moves are all types of projectile attacks only available during Trial and Turnabout modes with the proper evidence in hand; there are also a half-dozen pieces of fake evidence lying about, which will trip Phoenix Wright up if you try to apply them during Trial mode. You can separate the wheat from the chaff with the Discard command, but be careful not to discard any real evidence unless you have a particular attack you absolutely want available in Trial and eventually Turnabout.

Since the results of Investigating are random, and since sometimes luck won't be on your side (and some opponents will be more aggressive and pesky than others), it may take a while to gather the right evidence to go for Turnabout. Patience and flexibility are invaluable here. Instead of just trying to force the issue digging for clues overzealously, eventually getting Wright overwhelmed, have a willingness to use him as an actual combatant, and play smart with the tools that he has. His range is pitiful, sure, but he still has solid anti-air attacks, high/low mix-ups, and totally competent solo combos, especially in Trial mode; you'll just have to rely on assists, evidence, and Maya to create openings, more than Wright's own "attacks". As a big advantage, combos landed in Trial mode can almost always end in "Order in the Court!" to destroy fake evidence less laboriously than actually discarding it. Additionally, the game will *never* allow you to have all three slots filled with fake evidence, so if you draw blanks on your first two searches, make sure to use the third slot for the third search (rather than discarding one of the two pieces of false evidence) and you'll guarantee that you get either real evidence, or at least healing meat.

Play within Phoenix Wright's means and you'll find more places to look for evidence naturally anyway, since you can use the huge frame advantage created by hard knockdowns to look for evidence for several seconds, uninterrupted.



Investigation mode



Trial mode



Turnabout mode

### ADMISSIBLE EVIDENCE

Image	Item
	Photograph
	Flower Vase
	Documents
	Watch
	Knife
	Cell Phone

### FAKE EVIDENCE

Image	Item
	Bottle
	Statue
	Plant
	Plunger
	Servbot
	Shades

### LUNCH!

Image	Item
	Meat

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

After scoring an **S** launcher hit, pause for a split second before super jumping to follow up with an air combo

Practice dashing or jumping as soon as possible after activating Turnabout, in order to link afterward

AS PHOENIX WRIGHT COMES IN: AIR **H**, **H**, **S**, LAND, {TRIAL **↓** **↘** **←** + **ATK** **ATK**} OR {INVESTIGATION **↓** **↓** + **S** **CANCEL** **↓** **↘** **←** + **ATK** **ATK**}

Notes	Damage
Activate a TAC with <b>↑</b> + <b>S</b>	Varies due to damage scaling, destroys fake evidence

AS PHOENIX WRIGHT COMES IN: AIR **H**, **S**, LAND, {TRIAL **↓** **↘** **←** + **ATK** **ATK**} OR {INVESTIGATION **↓** **↓** + **S** **CANCEL** **↓** **↘** **←** + **ATK** **ATK**}

Notes	Damage
Activate a TAC with <b>⇨</b> + <b>S</b> or <b>↓</b> + <b>S</b>	Varies due to damage scaling, destroys fake evidence

**⇨** + **M** **CANCEL** **↓** **↘** **←** + **M**, ST. **H**, **S** **CANCEL** **⇨** FORWARD SUPER JUMP, AIR **M**, **M**, **H**, **S**, LAND, **↓** **↓** + **S** **CANCEL** **↓** **↘** **←** + **ATK** **ATK**

Notes	Damage
Investigation near cornered enemy	516,300, 59% meter loss, destroys fake evidence

FORWARD THROW, ST. **H**, **H** **CANCEL** **⇨** FORWARD JUMP, AIR **↓** + **H**, DELAYED **S**, LAND, ST. **M**, **H**, **⇨** + **H**, **S** **CANCEL** **⇨** FORWARD SUPER JUMP, AIR **H**, **H**, **↓** + **H** (STUNNED), LAND, **↓** **↘** **←** + **ATK** **ATK**, ON THE 23RD HIT **S** **CANCEL** **⇨** FORWARD SUPER JUMP, AIR **H**, **H**, **S**, LAND, **↓** **↘** **←** + **ATK** **ATK**

Notes	Damage
Trial near a corner, works only if no <b>⇨</b> + <b>H</b> or air <b>↓</b> + <b>H</b> stun counters are registered on the enemy	584,400, 106% meter loss, destroys fake evidence

FORWARD THROW, ST. **H**, **S** **CANCEL** **⇨** FORWARD SUPER JUMP, AIR **M**, **M**, **H**, **S**, LAND, **↓** **↓** + **S** (TRIAL) **CANCEL** **↓** **↘** **←** + **ATK** **ATK**

Notes	Damage
Investigation near a corner	404,700, 61% meter loss, destroys fake evidence

**⇨** + **H** (TURNABOUT), FORWARD DASH, CR. **M**, **⇨** + **H** **CANCEL** **⇨** **↓** **↘** **←** + **H**, ST. **H**, **H**, **H**, VERTICAL JUMP, AIR **H**, LAND, FORWARD DASH, CR. **H**, **S** **CANCEL** **⇨** SUPER JUMP, AIR **M**, **M**, **H**, **S**, LAND, **⇨** **↓** **↘** **←** + **ATK** **ATK**

Notes	Damage
Trial near a corner, each slot filled with evidence	1,449,100, 147% meter loss, ends Turnabout

**"A COFFEE-LOVING PROSECUTOR ONCE SAID:  
ONCE YOU ELIMINATE THE IMPOSSIBLE,  
WHATEVER REMAINS MUST BE THE TRUTH."**

PHOENIX WRIGHT  
NEW



# STRIDER

"UNLESS YOU'RE A TARGET OF MINE, YOU WILL NEVER SEE ME. IF YOU DO SEE ME, THEN IT'S ALREADY TOO LATE."

## Bio

### REAL NAME

Unknown

### OCCUPATION

A-Class Strider

### ABILITIES

He has trained his body to its utmost physical limits. He also wields the Cypher, a plasma-generating broadsword capable of cutting through anything.

### WEAPONS

Plasma sword "Cypher", sickle and chain, robotic animal helpers that he can summon at will.

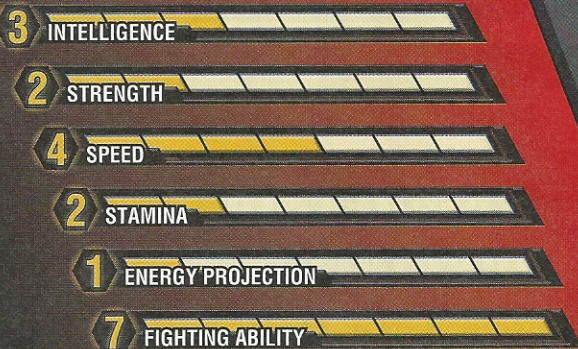
### PROFILE

He is a member of the Striders, a secret organization specializing in kidnapping, assassination, demolition, etc., that has worked behind the scenes throughout history. Having obtained A-Class status at a young age, he is the organization's best assassin.

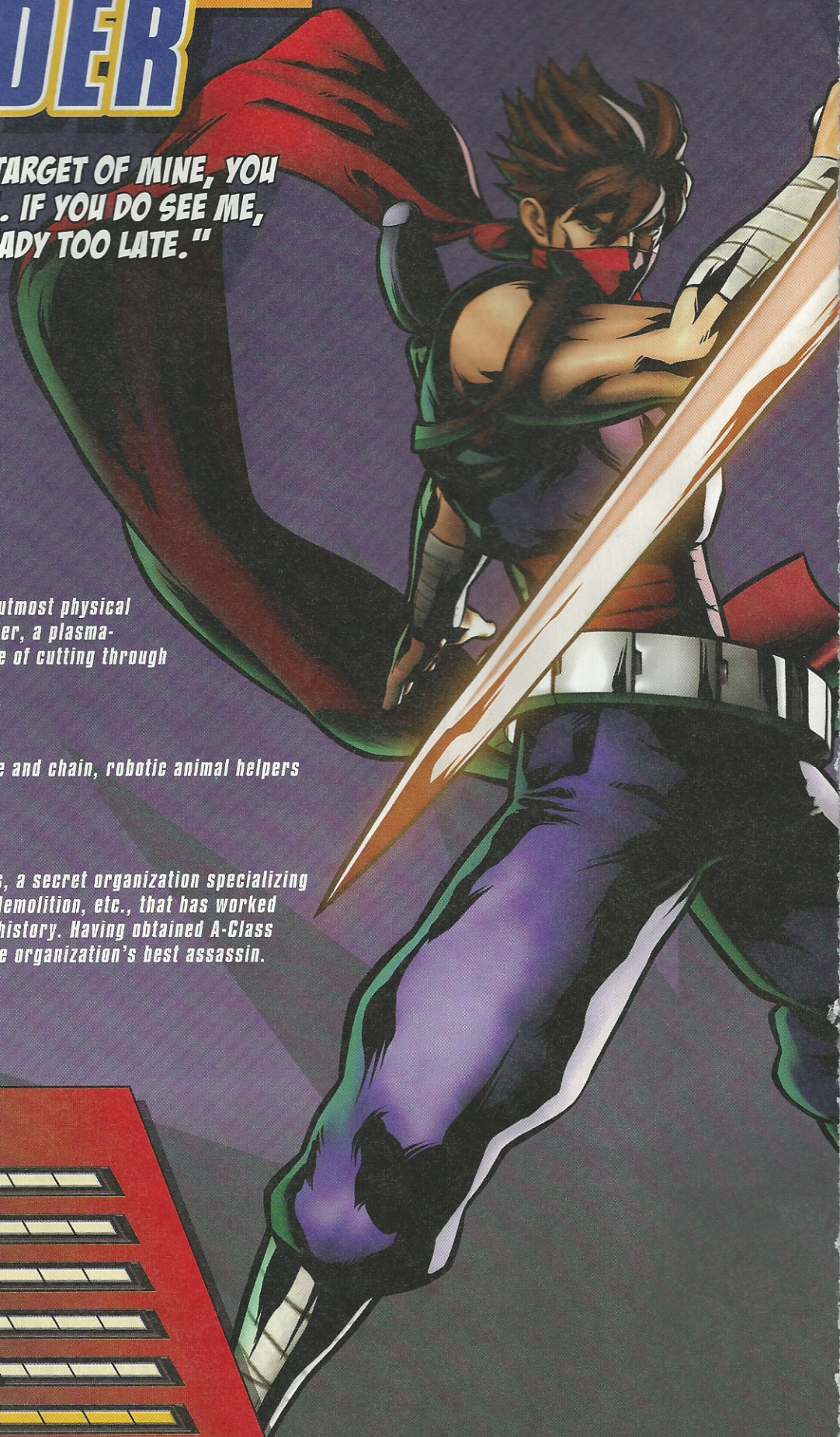
### FIRST APPEARANCE

Strider (1989)

## POWER GRID

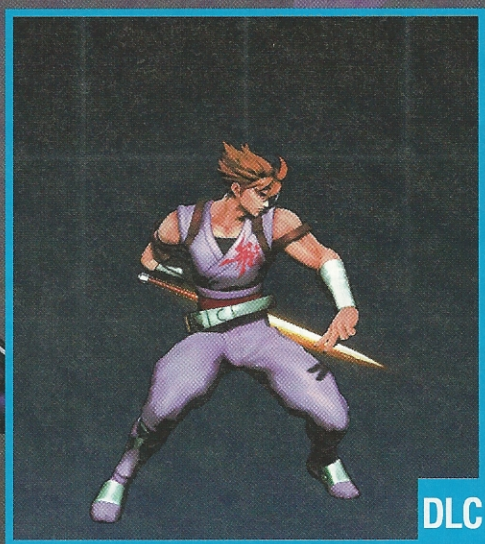
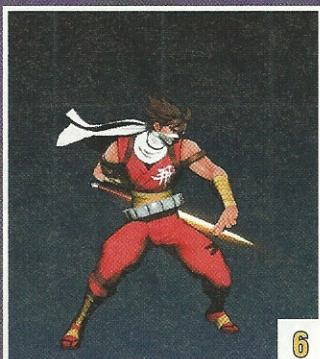
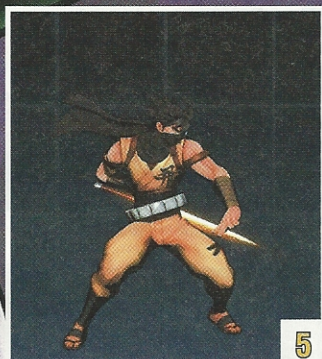
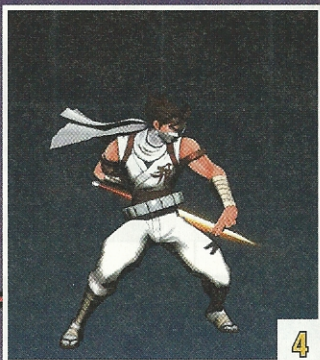
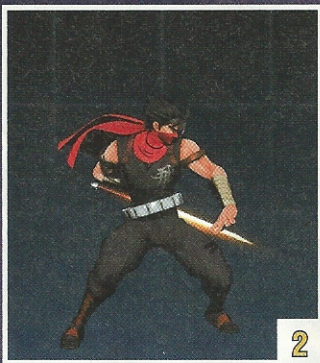
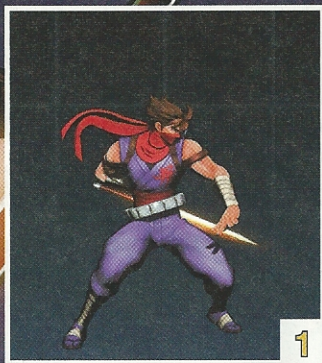


\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



## Overview

Vitality	750,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%	120%
Level 2 (2 teammates remaining)	135%	135%
Level 3 (1 teammate remaining)	155%	145%

Strider is a versatile character that can be effective up close or from a distance. Your goal with Strider is to force your opponent into the corner. Why is this beneficial?

**Strider's offense is comprised of quick, high-priority attacks that can be seamlessly interwoven. It is not easily dealt with while cornered**




**Vajra M can cross up even cornered adversaries**

**Strider has various tools for moving in after being pushed away including Vajra, Ame-no-Murakumo M or H, and his quick ground dash**

You can accomplish this goal by:

**Using Strider's high-priority melee attacks at close to mid range**

**Overpowering your competitor's long range game with Formation A1, Formation A2, Formation C, Gram H, and Vajra.**

**Using forward-moving attacks such as Ame-no-Murakumo M/H or    to close the distance between Strider and his rival**



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	35,000	280	4	2	11	0	-2	Chains into <b>L</b> attacks
2	Standing <b>M</b>	1	48,000	384	6	3	15	0	-2	—
3	Standing <b>H</b>	1	60,000	480	9	4	23	-4	-6	—



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	33,000	264	5	2	11	0	-2	Low attack, chains into <b>L</b> attacks
2	Crouching <b>M</b>	1	50,000	400	8	3	15	0	-2	Low attack
3	Crouching <b>H</b>	1	60,000	480	10	3	26	—	-8	Low attack, knocks down



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	65,000	520	9	4	29	—	-12	Launcher, not special or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	40,000	320	5	3	15	+11	+9	Overhead attack
2	Air <b>M</b>	1	50,000	400	7	3	21	+16	+14	Overhead attack
3	Air <b>H</b>	1	60,000	480	9	4	23	+18	+16	Overhead attack





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	63,000	504	10	3	26	+14	+12	Causes hard knockdown if used in launcher combo, overhead attack
2	Air <b>↗</b> + <b>S</b> (during launcher combo)	2	105,00	880	9	4	23	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>↘</b> or <b>↙</b> + <b>S</b> (during launcher combo)	2	95,000	800	9	3	24	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air <b>↓</b> + <b>S</b> (during launcher combo)	2	95,000	800	9	10	22	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

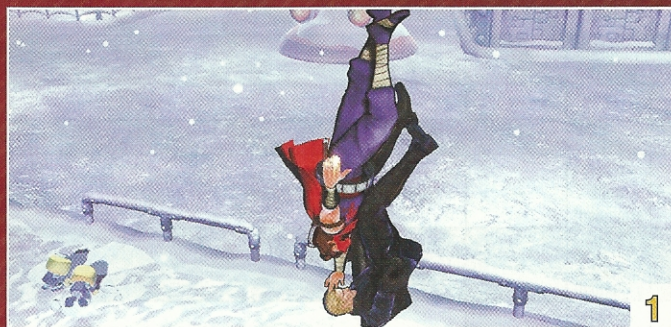
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Arch Cut	<b>↗</b> + <b>H</b>	1	63,000	504	10	4	22	-3	-5	—
2	Slide	<b>↘</b> + <b>H</b>	1	55,000	440	9	10	22	—	-11	Knocks down, OTG-capable



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↗</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
	<b>↘</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
2	<b>↗</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
	<b>↘</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



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## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Strider—α	Legion	Ame-no-Murakumo M	1	80,000	640	47	4	116	86	Ground bounces foe
2	Strider—β	Legion	Gram M	1	90,000	720	49	5	118	88	Wall bounces adversary
3	Strider—γ	Legion	Vajra H	1	80,000	640	59	10	102	72	Hard knockdown against airborne opponents, Strider invincible from frames 37-53



Strider has three useful crossover assists to choose from. Strider—α Ame-no-Murakumo can be used to extend combos, but it can be dangerous to use otherwise because of Strider's forward movement. Strider—β Gram has decent speed and range, and it causes a wall bounce. Strider's best crossover assist is Strider—γ. When called, Strider performs Vajra H, which tracks down opponents regardless of their height, resulting in a hard knockdown on aerial targets. Adversaries can no longer attack from high in the sky with confidence when Strider has this crossover assist at the ready.

Even though Strider is useful as a crossover assist, extreme caution must be taken when calling him. Strider's vitality is tied for second-lowest in the game (Rocket Raccoon and Akuma are equally fragile; only Phoenix is flimsier), so a well-placed hyper combo can K.O. Strider instantly if he is called at an inopportune time.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ ↙ + P1+P2	1	50,000	500 (-1 hyper meter bar)	2	4	22	—	-5

### Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Ame-no-Murakumo L	↓ ↘ ↙ + L	1	70,000	560	15	4	27	—	-10	Knocks down
	Ame-no-Murakumo M	↓ ↘ ↙ + M	1	80,000	640	23	4	25	—	-8	Ground bounces foe
	Ame-no-Murakumo H	↓ ↘ ↙ + H	1	90,000	720	31	4	22	—	-5	Ground bounces opponent
	Excalibur L	(in air) ↓ ↘ ↙ + L	4	30,000 x 4	240 x 4	10	15	11 or until grounded	+10	+8	—
2	Excalibur M	(in air) ↓ ↘ ↙ + M	4	30,000 x 4	240 x 4	10	15	26	-9	-11	—
3	Excalibur H	(in air) ↓ ↘ ↙ + H	4	30,000 x 4	240 x 4	10	15	26	-9	-11	—
4	Wall Cling	↓ ↘ ↙ + S	—	—	—	Until wall	—	1	—	—	Lasts 295 frames
5	Ladder Kick	(during Wall Cling) L	1	55,000	440	8	11	16	-4	-6	Resumes Wall Cling upon recovery
6	Cypher Attack	(during Wall Cling) M	1	60,000	480	6	3	23	-3	-5	Resumes Wall Cling upon recovery
7	Jump Kick	(during Wall Cling) H	1	70,000	560	10	Until grounded	10	+12	+10	Overhead attack
8	Wall Exchange	(during Wall Cling) S	—	—	—	27	—	1	—	—	Resumes Wall Cling upon recovery
9	Dismount	(during Wall Cling) ↘	—	—	—	—	—	Until grounded	—	—	—
10	Climb	(during Wall Cling) ↗	—	—	—	—	—	1	—	—	—
11	Descend	(during Wall Cling) ↓	—	—	—	—	—	1	—	—	—
10	Gram L (in air OK)	↘ ↙ ↘ + L	1	90,000	720	18	5	26 (air: until grounded)	—	-10 (air: 0)	Hard knockdown
11	Gram M (in air OK)	↘ ↙ ↘ + M	1	90,000	720	25	5	26 (air: until grounded)	—	-10 (air: +8)	Wall bounces adversary
12	Gram H (in air OK)	↘ ↙ ↘ + H	1	90,000	720	33	5	26 (air: until grounded)	—	-10 (air: +16)	Wall bounces rival
13	Formation A1	↓ ↘ ↙ + L	1	80,000	640	21	—	14	+13	+11	Projectile has 3 low priority durability points



## Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
14	Formation A2	↓↘↙ + (M)	1	40,000	320	21	—	14	+14	+12	Projectile has 3 low priority durability points
15	Formation C	↓↘↙ + (H)	1	90,000	720	36	—	4	—	—	Knocks down, first projectile has 3 low priority durability points, bomb projectile has 5 low priority durability points and falls toward ground after 21 frames, bomb explodes upon contact with rival or ground, explosion has 5 low priority durability points and is active for 30 frames
16	Formation B	↓↘↙ + (S)	—	—	—	11	—	9	—	—	Lasts 600 frames or until Strider is hit
17	Formation B (Shot)	(during Formation B) ↓↘↙ + (S)	1	80,000	640	2	—	18	+12	+8	OTG-capable, knocks down
18	Vajra L	↔↘↙ + (L)	—	—	—	12	9	10	—	—	Frames 12-20 invincible
19	Vajra M	↔↘↙ + (M)	—	—	—	12	9	10	—	—	Frames 12-20 invincible
20	Vajra H	↔↘↙ + (H)	1	80,000	640	33	Until grounded	11	+2	-7	Frames 13-29 invincible, hard knockdown against airborne opponents

**Ame-no-Murakumo:** Strider performs a spinning slash that causes a ground bounce. Ame-no-Murakumo H and M send Strider running before slashing; the H version reaches almost the entirety of the screen. Because of their slow startup, these two versions of Ame-no-Murakumo cannot be used in typical combos. Despite this, you can link both versions after a Formation B shot. Ame-no-Murakumo L features no initial run, allowing it to combo off basic attacks such as standing or crouching M and H. All three versions have a varying degree of ground bounce; Ame-no-Murakumo H's ground bounce is the largest and allows for (H) attacks to combo afterward, while the L version only allows for faster (L) attacks as a follow up.

All three versions of Ame-no-Murakumo can be canceled into Formation B shot — even during recovery! If Formation B is active, you can make Ame-no-Murakumo unpunishable by canceling its recovery into the projectile. If the slash is successfully connected, the shot can be used to combo afterward, making this technique useful both on hit and guard. Note that Ame-no-Murakumo can only be canceled into Formation B shot, not activation.

**Excalibur:** Strider goes flying through the air in one of three directions: (H) goes up at an angle, (M) travels straight, and (L) shoots down at an angle. Upon recovering, Strider is in a jumping state in which special attacks (such as aerial Gram), double jumps, attacks, and guarding can still be performed. Excalibur is useful for changing Strider's aerial trajectory and causes decent damage if all four hits connect. Remember that you can only perform Excalibur once in the air.

Excalibur L is mostly used for combos and offensive pressure. Strider recovers almost immediately upon landing, making this attack only punishable via X-Factor if guarded. You can follow a connected Excalibur L with a standing (L) if connected on both grounded and aerial opponents. Because of its sharp angle, Excalibur L can also be used to counter an adversary's offense. If you see your foe rushing in for an attack, a quick jump or super jump into Excalibur L can counter their blitz, depending on the attack used.

Excalibur M covers a long distance horizontally and is most useful when you need to reset your positioning. Use Excalibur M to escape from the corner, or to close the distance between Strider and his challenger. Be careful in becoming too predictable with this attack, however, as Strider is vulnerable for 26 frames of recovery until guarding or attacking is possible. Opposing players who anticipate this attack or whose characters are in close proximity to Strider upon recovery can fully punish him.

Excalibur H sends Strider flying skyward, and he recovers near the top of the screen. Although it has the same recovery time as the punishable Excalibur M, its recovery frames begin as Strider is still ascending, reducing the chances of the attack being punished. If performed during a normal jump, a crossover assist can be called on the way down for a tricky surprise attack.



Wall Cling



Ladder Kick



Cypher Attack



Jump Attack



Wall Exchange

**Wall Cling:** Strider quickly jumps to the opposing wall. Strider is unable to guard not only during the initial jump but also during his time on the wall, making him extremely vulnerable. While he's on the wall, you can climb up and down with (↑) and (↓), respectively. You can also dismount from the wall by pressing the direction away from the wall. Several moves unique to Wall Cling become available: (L) performs Ladder Kick, a downwards stomp; (M) performs Cypher Attack, a quick slash; (H) performs Jump Kick, a diving kick off the wall that causes a ground bounce on aerial opponents; and (S) performs Wall Exchange, which causes Strider to leap to the opposite wall. All three Wall Cling attacks can be chained together just like basic attacks, and Jump Kick can be canceled into special moves while Strider is still in the air. Jump Kick must be guarded standing and is punishable only by guarding it in midair. Wall Exchange can be performed an unlimited amount of times throughout the entire duration of Wall Cling (just short of five seconds).



10



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12

**Gram:** Strider performs a long, sweeping slash. The length of the slice is determined by the strength of the button used. Gram H covers almost the entirety of the screen, causing a wall bounce. Its startup is too slow for it to be used in most combos, but you can utilize its range to start hit-confirmable combos from long range.

Gram M is similar to Gram H but with less

range, hitstun, and startup. Gram L doesn't have the range of the M or H versions, but it has the quickest startup of the three, making it usable in most ground and air combos. Gram L is also different in that it causes a hard knockdown instead of a wall bounce.

You can cancel all three versions of Gram into Formation B shot at any time, whether in startup or recovery. The long startup of Gram H can be used as bait to surprise foes with Formation B shot into a combo. The recovery on Gram L can be covered up with Formation B shot during grounded offensive pressure. Note that Gram can only be canceled into Formation B shot, not activation.



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**Formation A1:** Strider summons a mechanical tiger to attack his rival. Formation A1 behaves

differently than other projectiles in that the tiger always emerges from the corner behind Strider and travels the entire distance of the screen, regardless of Strider's position. The tiger features 3 low durability points, leaving something to be desired in long range firefights. It can even be negated by almost any basic attack on reaction! Given this setback, Formation A should not be passed on as flimsy; the tiger absorbs whatever attack negated it, acting as a one-hit shield so long as the opposing attack connects either before or simultaneous to hitting Strider. Even though it is difficult to utilize this properly when defending yourself, it is an added bonus nonetheless.

**Formation B:** Strider summons a satellite that floats nearby for 600 frames or until Strider is hit. With the satellite active, performing the  $\downarrow \rightarrow \leftarrow + S$  motion again causes it to fire as a projectile. Both phases of Formation B have extremely fast startup and recovery—Formation B shot fires after a mere 2 frames of startup! Formation B shot can be used to start, end, and extend combos, while the satellite activation can be used to slightly decrease the recovery on slower attacks such as standing  $H$ . Formation B shot always fires directly from Strider, as opposed to Formation A1 and A2. Because the projectile fires so quickly, Formation B shot is a vital tool in Strider's arsenal, both at long range and up close. It's so fast that in OTG situations, you often have enough time to not only summon the satellite, but fire it, as well!

Formation B shot has the special property of being usable during the startup and recovery of Gram and Ame-no-Murakumo. You can make these attacks safe on guard by canceling into the Formation B projectile, and you can extend combos through the use of the shot after either of these attacks successfully connects.



18



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the cover of a far-reaching crossover assist. However, don't overuse this move, since becoming too predictable with Vajra L or M leaves Strider open to punishment from air throws.

**Vajra H:** Vajra H is different than its L and M counterparts in that Strider comes out of the teleport already attacking with a flying kick. A successful Vajra H can lead into a well-timed standing  $L$  into a combo. If Vajra H connects on an airborne opponent, it causes a hard knockdown, which you can then follow with Formation B OTG. Like Vajra L and M, the teleport always tracks opponents regardless of their altitude, making Vajra H ideal for knocking aerial competitors out of the sky.

Vajra H is unpunishable if guarded standing or crouching. However, clever adversaries can punish Vajra H by jumping to guard the kick in the air, leaving Strider open to punishment as both characters land. This attack can also be punished after being guarded with X-Factor. To avoid these situations, try using Vajra H as a counter to ranged attacks rather than throwing it out randomly. Vajra H can also be made safe with many different crossover assists if called immediately before the teleport.



**Formation A2:** Strider sends an eagle to attack his foes. Formation A2 is similar to

Formation A1 in that the eagle always emerges from the corner behind Strider, regardless of his positioning. The eagle also has the low durability of the tiger, and it is easily destroyed with an attack or opposing projectile. However, Formation A2 is useful as a defensive tool when timed correctly, and this move possesses the same shielding property as Formation A1. Perform Formation A2 against opponents coming from the air to knock your foe out of their attack. If your adversary destroys the eagle instead, their aerial attack gets nullified. Though not useful against multiple strikes, standard one-hit air attacks using air  $H$  or  $S$  are rendered useless with a well-timed eagle.



**Formation C:** Strider sends an eagle armed with a bomb toward his opponent. Midway

through its flight, the eagle drops the bomb toward the ground, and it then descends slowly until exploding. The bomb explodes if ever it comes into contact with any adversaries, whether it is during delivery or descent. You can use Formation C defensively in the same manner as Formation A2, though the timing is different because of the increased startup. You can also employ Formation C to complement Strider's long range attacks.



16



17

**Vajra L & M:** Vajra L and M are teleports that cause Strider to appear above his opponent, regardless of the opposing character's altitude. Vajra L always causes Strider to reappear in front of his rival, while Vajra M causes him to reappear behind his foe.

Vajra leaves Strider vulnerable for a short period of time immediately before teleporting and right after he reappears. Strider is in a jumping state in which basic attacks, special moves, double jumping, guarding, and crossover assists are available. You can use Vajra L and M to start an offense, avoid slower attacks, or punish slower recovering attacks from any distance. Try teleporting during projectile firefights or under recovering attacks from any distance. Try teleporting during projectile firefights or under recovering attacks from any distance. Try teleporting during projectile firefights or under recovering attacks from any distance.

## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Legion	$\downarrow \rightarrow \leftarrow + \text{ATK} \text{ ATK}$	15	25,000 x 15	9+1	—	76	+12	+6	OTG-capable
2	Ouroboros (Level 3 Hyper Combo)	$\downarrow \rightarrow \leftarrow + \text{ATK} \text{ ATK}$	—	Projectiles: 15,000 Ouroboros: 40,000	13+2	—	7	—	—	Press $L$ , $M$ or $H$ to fire 2 projectiles, projectiles have 3 low priority durability points, lasts 420 frames, Strider does not gain meter while Ouroboros is active
3	Ragnarok (Level 3 Hyper Combo)	$\rightarrow \downarrow \rightarrow \leftarrow + \text{ATK} \text{ ATK}$	18	430,000	8+0	21	33	—	-33	Frames 1-20 invincible, hard knockdown



1

**Legion:** Strider summons a herd of mechanical tigers and eagles to fill the screen. Legion is OTG-capable and is commonly used as a combo ender. Once this hyper combo is activated, the animals are released regardless if Strider is hit while pointing. This means that a THC from Legion can be performed extremely early if need be. Legion is somewhat slow to start, and opponents can avoid it completely on reaction if they jump over the animals, so this hyper combo should only be used in combos and THCs.



## Battle Plan



*Combos can be started from fullscreen by occasionally using Gram H during long range battles.*

play Strider as safe as possible, covering any recovery time with crossover assists or a Formation B shot when possible. It is also prudent to not become too reliant on Vajra, as a poorly timed Vajra can lead to a K.O. on Strider.

As such, your best bet is to keep at a distance with Strider, attacking safely with Formation attacks combined with an occasional Gram H and crossover assist. Gram H can lead to huge damage, as long as Strider has the breathing room to perform it without being interrupted. The long slice gives enough time to dash in for a full combo, and it also goes unpunished if guarded anywhere besides point-blank range (and even then, it is difficult to punish). If you find your opponent trying to wade through the various projectiles Strider can throw, an unexpected Gram H on the ground or during a normal jump usually stops their advances cold.

Once your competitor starts firing back with ranged attacks of their own, you can then utilize Vajra to pass through their ranged game for positioning and combo opportunities. Vajra M is great for getting Strider behind his adversary during a firefight. Upon recovering, Strider can come down from the teleport with a falling air **H** or **S** into **Combo I**. If the situation changes and you find Strider teleporting into danger, you can guard on the way down and opt to attack with a crossover assist instead. For added safety, cover Vajra L or M with Formation A1, Formation B shot, or a crossover assist beforehand. If Vajra L or M go unpunished, use this positional advantage to start Strider's offense.

While Vajra L and M are used more for positioning and safe approach, Vajra H is best used to interrupt or punish slower ranged attacks, as well as vulnerable aerial attacks. This is especially useful against characters like Trish or Doctor Doom who love to rain down projectiles from the sky. Using Vajra H while your foe is attacking from a distance makes scoring a counterhit more likely, as well, easing up the leniency in connecting a standing **L** afterward. Vajra H is more of a commitment, however. Vajra L and M allow for several options upon Strider reappearing, while Vajra H leaves no option for anything except an X-Factor activation. Learning when to use each version of Vajra is important to Strider's overall success.

Wall Cling can be used not only as a way to get close to your target, but also for cross-ups with a timed Formation B shot. Time the Wall Cling so that Strider leaps past his opponent right before the projectile hits, and follow with a Wall Cling **L**, **M**, **H** for a ground bounce combo. You can perform this with a long-range crossover assist, as well.





If you feel the time is right to switch to offense, start by using a Formation B shot to cover a forward advance.

Strider's strength lies in his effectiveness at both short and long range. He has some of the fastest attacks in the game, three different projectiles and teleports to choose from at a distance, and high-priority cypher swings at mid to close range. Strider has the tools to get close to his opponent easily, so waiting for the right moment is key.

Strider's main weakness is his low vitality. Coming in at 750,000, Strider's vitality ranks among the lowest in the game. Because of this, it is important to



*Fire the Formation B shot, then perform a Wall  
Cling... then proceed to combo off of a successful  
hit with Ladder Kick, Cypher Attack, and Jump Kick!*

You can employ Strider's far-reaching basic attacks and special moves with the help of a crossover assist to push your way forward. You can use a forward dash to effectively increase the range of Strider's melee attacks (see the Advanced Tactics section), or cover  +  or Ame-no-Murakumo M/H with a crossover assist to close the distance. A successful  +  can always be canceled with an X-Factor activation for a possible K.O. combo, though simply performing the slide unpunished gives you the momentum needed to start an offense. Using a suitable crossover assist as cover, Excalibur M can also be used to get close. If the crossover assist can cover the 26 frames of recovery that plague Excalibur M, Strider will recover in the air safely, ready to come down with an attack.

While some characters must be at close range to bring their offense, Strider needs only to be in mid range for his offense to shine. The range and priority of standing **H** and **H** can be taken advantage of to start Strider's bread and butter combos. Formation B shot is also a great attack at mid range because of its extremely fast startup.

Once Strider is close, stay in the opposing character's face as best you can! Standing **L**, crouching **L**, and Formation B shot are the fastest attacks in your arsenal to use at close range. Any holes in your rival's offense should be taken advantage of with the speed of Strider's **L** attacks. Strider's air **L** acts as an instant overhead against mid to large-sized characters. Against a crouching opponent, perform an instant overhead air **L** canceled into Excalibur L for a full combo! Mix this up with crouching **L** to create a deadly 50/50 guessing game whenever Strider is close.

Strider has aerial options at close range, as well. Excalibur L is great for attacking at an unexpected angle, stopping any ground counter offenses with a diving attack.




Be sure to cover Excalibur M with a long-range crossover assist.

This attack is safe on guard and can be followed by continued pressure from the ground. Air **H** is an invaluable attack with many applications. The massive hitbox produced by Strider's slice puts opponents in a situation where they must either take a risk in attempting to counter it with an anti-air attempt or guard it, giving Strider positional advantage. Air **H** also serves as a cross-up when jumping over adversaries, and it can be d

You can take advantage of Strider's long reach and safe attack patterns to create strings of uninterrupted offense against opponents. For example, an attack string of cr. **L**, **M**, st. **H**, cr. **H**  $\Rightarrow$  + **H**  $\xrightarrow{\text{cancel}}$   $\Rightarrow$   $\Rightarrow$  + **S** can then be followed by a **D** shield forward into st. **H**, cr. **H**  $\Rightarrow$  + **H**  $\xrightarrow{\text{cancel}}$   $\Rightarrow$   $\Rightarrow$  + **L**  $\xrightarrow{\text{cancel}}$   $\Rightarrow$   $\Rightarrow$  + **S** into even more offense. To combat advancing guard, Ame-no-Murakumo M canceled into Formation B shot can be used at any time during attack strings.

When canceling a guarded Ame-no-Murakumo or Gram into Formation B shot, you can delay the Formation B shot cancel to interrupt your opponent's punishment attempt for a combo. Constantly vary the timing in which Formation B shot is canceled to throw your adversary off.






*Start with a ground attack string ending with the Formation B satellite call. Follow this with another attack string ending in Ame-no-Murakumo L/M or Gram L, followed by the Formation B shot. Follow the Formation B shot with yet another ground string to apply pressure and build hyper meter!*

The strength of Strider's offense is only increased against a cornered target. Strider's dashing speed, long range, and substantial frame advantage can be used to corner his competitors and keep them cornered. Vajra M still crosses up cornered opponents and can be canceled from attack strings at any time to trick an adversary into guarding incorrectly. This can be mixed up with Vajra L, which looks similar to Vajra M when performed in the corner. If you find advanced foes cornered, utilize Vajra L/M or the built-in constant pressure.



**Ouroboros:** In Strider's signature attack, two satellites are summoned to orbit Strider during battle at the cost of three levels of hyper meter. Each satellite has active hit frames and can damage nearby foes. Pressing any **RTK** shoots one ring projectile from both satellites, and these can be fired rapidly as a combo. Strider is free to move, attack, and call crossover assists while Ouroboros is active.

You can use Ouroboros as a means to gain complete control of the match, leaving your opponent very few options. The rings have 3 low durability points and

should be enough to clear out any opposing projectiles if fired rapidly. Vajra and Wall Cling are especially deadly during Ouroboros, since opponents are easily crossed up by the rings during these moves. Adversaries are forced to either run away or risk being crossed up during the storm of projectiles. Ouroboros is also an ideal way to employ instant overheads with air **L**    **L** and double jump air **H** (see the Advanced Tactics section for more details). Combined with X-Factor, Ouroboros is likely to K.O. a character or two.

Strider is not invulnerable to attacks during Ouroboros, however. Attacks that reach farther than the orbiting satellites are still able to hit Strider. During hitstun, the satellites have no active hit frames, making them useless while Strider is caught in a combo. Strider is also unable to fire rings while guarding or being hit. Even though Ouroboros is best used offensively, make sure to guard any incoming hyper combos that might be used in retaliation.



**Ragnarok:** Ragnarok causes Strider to dash toward his opponent for a devastating attack when it connects. At three levels of hyper meter, this hyper combo has 20 frames of invincibility on startup, is easily used in combos, and causes an unscaled 430,000 damage into a hard knockdown. Ragnarok is instant after the hyper combo flash, and it is immediately invincible. If performed at close range, the opposing character must be guarding before the hyper combo flashes, or else they will get hit. This invincibility is also great for plowing through an opposing hyper combo that is otherwise unavoidable.



**STRIDER**  
**NEW**



## COMBO USAGE

**I.** CR. (M), ST. (H), CR. (H), → + (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H) CANCEL → ↓ ↘ → + (L) (3 HITS), LAND, FORWARD JUMP, AIR (M), (H) CANCEL → ↓ ↘ → + (L) (3 HITS), LAND, (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M) CANCEL → FORWARD DOUBLE JUMP, (H), (S), LAND, ↓ ↘ → + (ATK ATK)

469,700 damage, 18% meter loss

Air ↓ ↘ → + (L) must hit three times for the juggle after it to work.

**II.** (MIDSCREEN REQUIRED) CR. (L), (M), ST. (H), CR. (H), → + (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M) CANCEL → FORWARD DOUBLE JUMP, (H), (S), LAND, ↓ ↘ → + (S), ↓ ↘ → + (S), ↓ ↘ → + (S), WALL (L), (M), (H) CANCEL → ↓ ↘ → + (H), ↓ ↘ → + (L) CANCEL → ↓ ↘ → + (ATK ATK)

543,500 damage, 27% meter loss

The opposing character cannot be much closer than midscreen from the corner for this combo to work. Double jumping after air (M) and performing air (H), (S) causes Strider to fall to the ground faster, giving you more time to summon Formation B and fire it. Firing it, performing the wall cling, and then attacking all must be done as fast as humanly possible for it to work.

**III.** (CORNER REQUIRED) CR. (M), ST. (H), CR. (H), → + (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M) CANCEL → FORWARD DOUBLE JUMP, (H), (S), LAND, ↓ ↘ → + (S), BACKWARDS DASH, ↓ ↘ → + (S), FORWARD DASH, (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M) CANCEL → DOUBLE JUMP, (H), (S), LAND, ↓ ↘ → + (ATK ATK)

489,400 damage, 33% meter loss

Backdashing before firing Formation B ensures that the projectile hits late, giving you time to juggle after it. This will not work otherwise because of hitstun decay.

**IV.** (MIDSCREEN REQUIRED, FORMATION B SUMMONED) CR. (M), ST. (H), CR. (H), → + (H) CANCEL → ↓ ↘ → + (L) CANCEL → ↓ ↘ → + (S), ↓ ↘ → + (S), WALL (L), (M), (H) CANCEL → ↓ ↘ → + (H), ↓ ↘ → + (L) CANCEL → ↓ ↘ → + (ATK ATK)

588,400 damage, 49% meter loss

You must start with Formation B summoned for this to work. The positioning for this combo is less strict than Combo II, as your opponent can be slightly closer to the corner than midscreen for it to work.

**V.** (REQUIRES MIDSCREEN) FORWARD JUMP, FORWARD DOUBLE JUMP, AIR (H), (S), LAND, CR. (H), → + (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M) CANCEL → DOUBLE JUMP, (H), (S), LAND, ↓ ↘ → + (S), ↓ ↘ → + (S), ↓ ↘ → + (S), WALL (L), (M), (H) CANCEL → ↓ ↘ → + (H), LAND → ↓ ↘ → + (L) CANCEL → ↓ ↘ → + (ATK ATK)

541,000 damage, 26% meter loss

Double tapping ↘, ↘ quickly causes Strider to perform a shallow double jump very close to the ground. This mimics a very low jump that allows for near instant overhead jump attacks at close distances. This example shows a midscreen combo. Near corners, continue the combo after air (H), (S) hits with something similar to Combo III.

## ADVANCED TACTICS

### NINJA 101: DOUBLE JUMPS

Strider's double jump stops any aerial momentum, performing instead a small jump either forward, backward, or straight up. Because the double jump covers less distance both vertically and horizontally, you can use it for tricky cross-up setups!

After performing Vajra L or M, fall with air (L). Right as your adversary guards it, immediately cancel the air (L) into a double jump forward delayed air (H) for a cross-up. The speed in which the air (L) is canceled into the double jump paired with the tremendous hitbox of air (H) make this cross-up extremely difficult for competitors to react to. If your opponent becomes accustomed to this setup, try changing it up by double jumping straight up instead, or falling from Vajra into a crouching (L) to counter advancing guard.

Another way to utilize Strider's double jump is by performing a normal jump forward and immediately performing a double jump forward with air (H), (S). If performed successfully, the huge hitbox of air (H) acts as an instant overhead against all characters, large or small. The timing used in this technique is similar to that of a forward dash: press ↘ ↘ in the same way you would press ⇨ ⇨ for a ground dash. The tighter the timing on your double jump is, the faster your air (H) attacks overhead.

### A-CLASS STRIDERS ONLY: MOMENTUM

Strider is unique in that the momentum he gains from his dashes is much greater than any other character. If you perform a forward ground dash and immediately cancel it into a crouch, you can see that momentum in motion. You can utilize this momentum to dramatically increase the range on some of Strider's attacks. Adding in a ⇨ ⇨ input right before performing ↘ + (H) increases the slide's range to nearly fullscreen! The same treatment can be given to attacks such as standing (H) or ⇨ + (H) to increase their range. You can use the same principle when normal jumping forward, as well; adding a dash right before a forward jump causes Strider to cover a greater distance than without the dash.



Strider's standing (H) has great range. However...



...its range can be further increased with the help of a forward dash!





# STRIDER NEW

**VI. (AGAINST AIRBORNE ENEMY) FORWARD JUMP, AIR (M), (M), (H) CANCEL → ↓ ↘ ↙ + (L), LAND, ST. (M), (S) CANCEL → FORWARD SUPER JUMP, AIR (M) CANCEL → FORWARD DOUBLE JUMP, AIR (M), (H), (S), LAND, ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), WALL (L), (M), (H) CANCEL → → ↓ ↘ ↙ + (H), → ↓ ↘ ↙ + (L) CANCEL → ↓ ↘ ↙ + (ATK ATK)**

**488,500 damage, 24% meter loss**

This is a midscreen combo starting off the low jump instant overhead trick. The jump attacks cannot be done as quickly as possible against very small crouching characters, like Rocket Raccoon, Amaterasu, and Morrigan.

**VII. FRONT OR BACK THROW, ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), WALL (L), (M), (H) CANCEL → → ↓ ↘ ↙ + (H), → ↓ ↘ ↙ + (L) CANCEL → ↓ ↘ ↙ + (ATK ATK)**

**411,500 damage, 57% meter loss**

After Strider lands from the throw, you must summon and fire Formation B as quickly as possible.

**VIII. FRONT OR BACK AIR THROW, ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), FORWARD DASH, (S) CANCEL → FORWARD SUPER JUMP, AIR (M) CANCEL → FORWARD DOUBLE JUMP, (H), (S), LAND, ↓ ↘ ↙ + (ATK ATK)**

**372,200 damage, 67% meter loss**

Again, you must summon and fire Formation B as rapidly as possible for it to OTG properly.

**IX. (REQUIRES MIDSCREEN) CR. (L), (M), ST. (H), CR. (H), → + (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M) CANCEL → FORWARD DOUBLE JUMP, (H), (S), LAND, ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), WALL (L), (M), (H) CANCEL → → ↓ ↘ ↙ + (H), → ↓ ↘ ↙ + (L) CANCEL → ↓ ↘ ↙ + (ATK ATK) CANCEL → → ↓ ↘ ↙ + (H), LAND, ↓ ↘ ↙ + (ATK ATK)**

**716,900 damage, 120% meter loss**

Here's an X-Factor combo that tacks on additional damage to **Combo I** when you need it and leaves a lot of X-Factor time left over for the next challenger if the previous is KO'd. Be sure to activate X-Factor just as you perform the first hyper combo to ensure its damage is buffed. Wait until about half of the robo animals hit, then perform → ↓ ↘ ↙ + (H). When Strider lands from Vajra, cancel its landing period into ↓ ↘ ↙ + (ATK ATK) to ensure that the animals OTG in time.

**X. CR. (M), ST. (H), → + (H) CANCEL → → ↓ ↘ ↙ + (M), ↓ ↘ ↙ + (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M) CANCEL → FORWARD DOUBLE JUMP, (H), (S), LAND, ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), FORWARD DASH, (S) FORWARD SUPER JUMP, AIR (M), (M) CANCEL → FORWARD DOUBLE JUMP, (H), (S), LAND, ↓ ↘ ↙ + (ATK ATK)**

**771,500~941,600 damage, 5~32% meter gain**

Omit ↓ ↘ ↙ + (H) when near corners.

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

Being able to perform two consecutive ↓ ↘ ↙ + (S) motions is important to playing as Strider. Learn to time the second ↓ ↘ ↙ + (S) so that the satellite is launched as fast as possible

If you are having problems with Wall Cling (L), (M), (H), try chaining the three attacks slower. Inputting this combo too quickly prevents it from working properly

AS STRIDER COMES IN: AIR (M), (M) CANCEL → FORWARD DOUBLE JUMP, (M), (H) CANCEL → → ↓ ↘ ↙ + (L)

Notes	Damage
↑ + (S) or → + (S) or ↓ + (S) TAC to Strider. Near corners, omit all (M) attacks and just do (H) CANCEL → → ↓ ↘ ↙ + (L)	Varies based on damage scaling
CR. (L), (M), ST. (H), CR. (H), → + (H), (S) CANCEL → FORWARD SUPER JUMP, AIR (M) CANCEL → FORWARD DOUBLE JUMP, (H), (S), LAND, ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), WALL (L), (M), (H) (LET DIVE KICK FALL VERY CLOSE TO THE GROUND) CANCEL → → ↓ ↘ ↙ + (H), LAND, ↓ ↘ ↙ + (S), → ↓ ↘ ↙ + (L) CANCEL → ↓ ↘ ↙ + (S), → ↓ ↘ ↙ + (H), CANCEL → ↓ ↘ ↙ + (ATK ATK)	

Notes	Damage
—	559,300 damage, 12% meter loss
CR. (M), ST. (H), CR. (H), → + (H) CANCEL → → ↓ ↘ ↙ + (L) CANCEL → ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), WALL (L), (M), (H) (LET DIVE KICK FALL VERY CLOSE TO THE GROUND) CANCEL → → ↓ ↘ ↙ + (H), LAND, ↓ ↘ ↙ + (S), → ↓ ↘ ↙ + (L) CANCEL → ↓ ↘ ↙ + (S), → ↓ ↘ ↙ + (H), LAND ↓ ↘ ↙ + (ATK ATK)	

Notes	Damage
Midscreen required, Formation B must already be summoned	615,800 damage, 26% meter loss
FRONT OR BACK THROW, ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), ↓ ↘ ↙ + (S), WALL (L), (M), (H) (LET DIVE KICK FALL VERY CLOSE TO THE GROUND) CANCEL → → ↓ ↘ ↙ + (H), LAND, ↓ ↘ ↙ + (S), → ↓ ↘ ↙ + (L) CANCEL → ↓ ↘ ↙ + (S), → ↓ ↘ ↙ + (H), LAND ↓ ↘ ↙ + (ATK ATK)	

Notes	Damage
After clinging to the wall, perform then (L), (M), (H) chain, then as (H) falls, cancel it just before the kick touches the ground. This reduces the recovery of → ↓ ↘ ↙ + (H), allowing you to fit in ↓ ↘ ↙ + (S) before the next juggle	430,400 damage, 44% meter loss



# VERGIL

**"POWER... I NEED MORE POWER..."**

## Bio

### REAL NAME

Vergil

### OCCUPATION

Dark Knight

### ABILITIES

In addition to his super-human powers, he is also a skilled swordsman. Similar to Dante, his Devil Trigger allows him to transform for a limited time and gain access to demonic powers.

### WEAPONS

Devil Arm "Yamato," which is a katana he inherited from his father, Sparda.

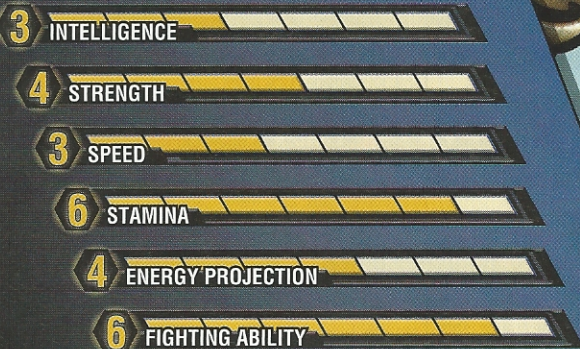
### PROFILE

Son of the Legendary Dark Knight Sparda and Dante's twin brother. Vergil blames himself for not having been able to protect his mother at a young age, and believes that power is everything. Unlike Dante, he has embraced his demonic heritage and is willing to do whatever it takes to gain absolute power.

### FIRST APPEARANCE

Devil May Cry 3 (2005)

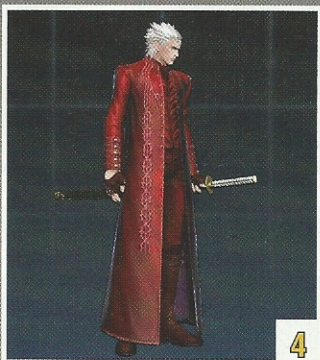
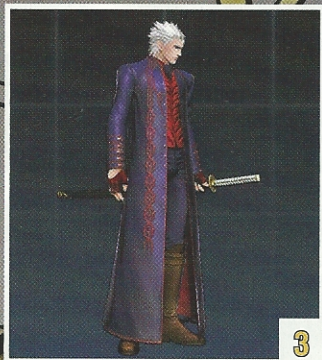
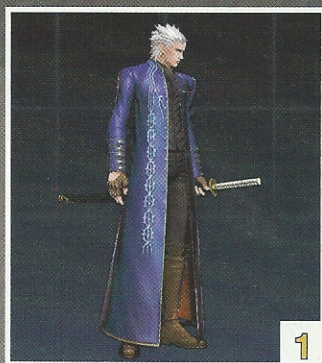
## POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.



## ALTERNATE COSTUMES



## Overview

<b>Vitality</b>	<b>850,000</b>
<b>Chain Combo Archetype</b>	<b>Marvel Series</b>

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	150%	120%
Level 3 (1 teammate remaining)	175%	125%

Your goal with Vergil is to set up a cross-up attempt. Why is this so important?

**Rapid Slash** hits the opposing character's backside from almost any position and leads to massive combos when canceled into Devil Trigger.

**Trick Down** teleports directly behind your adversary from any distance, while **Trick** teleports to their front; both can be used in combination with assists to sandwich your foe into an ambiguous side switch guessing game.

When meter is abundant, you can always force a guaranteed K.O. after a successful cross-up via Vergil's Dark Angel hyper combo.

How can you achieve this goal?

Use safe pressure stemming from standing **H**, air **M**, **Stinger**, and **Judgment Cut** to limit your adversary's mobility—this hinders their ability to jump and dash toward you, ultimately making it easier to keep them grounded for a cross-up attempt.

Force your opponent to block long range  $\rightarrow$   $\oplus$  **H** while you call an assist to lock your rival down, and then cancel into **Trick**, **Trick Down**, or **Rapid Slash**.

Throw **Round-Trip** to lock your competitor in guardstun, then teleport next to them with **Trick** or **Trick Down**.

Activate **Spiral Swords** and teleport in with **Trick** or **Trick Down**.



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	40,000/48,000	320	6/6	3/3	12/10	-1/+1	-3/-1	—
2	Standing <b>M</b>	8	60,000/72,000	480	8/7	3/3	23/20	-7/-4	-8/-5	—
3	Standing <b>H</b>	1	85,000/102,000	680	10/9	3/3	33/29	-12/-8	-13/-9	—



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	45,000/54,000	360	5/5	2/2	16/14	-4/-2	-6/-4	Low attack
2	Crouching <b>M</b>	1	63,000/75,600	504	8/7	2/2	24/21	-7/-4	-8/-5	Low attack
3	Crouching <b>H</b>	1	80,000/96,000	640	12/11	3/3	26/22	—	-6/-2	Low attack, knocks down



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	90,000/108,000	720	10/9	4/4	32/28	—	-13/-9	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	43,000/51,600	344	6/6	2/2	18/15	+12	+10	Overhead attack
2	Air <b>M</b>	1	65,000/78,000	520	8/7	3/3	21/19	+17	+16	Overhead attack
3	Air <b>H</b>	1	88,000/105,600	704	11/10	2/2	23/20	+19	+18	Overhead attack





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	90,000/108,000	720	18/16	Until grounded	20/18	—	0	Causes hard knockdown if used in launcher combo, ground bounces foe
2	Air <b>↗</b> + <b>S</b> (during launcher combo)	2	105,000/117,000	880	10/9	4/4	32/28	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>↘</b> or <b>↙</b> + <b>S</b> (during launcher combo)	2	95,000/105,000	800	11/10	3/3	22/20	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from adversary
4	Air <b>↕</b> + <b>S</b> (during launcher combo)	2	95,000/105,000	800	13/12	Until grounded	10/9	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Stinger	<b>↗</b> + <b>H</b>	1	80,000/96,000	640	13/12	3/3	50/43	-29/-22	-30/-23	Wall bounces airborne foes
2	High Time	<b>↖</b> + <b>H</b>	1	100,000/120,000	800	9/8	10/9	31/27	0/+5	-17/-12	OTG-capable
3	Trick	(during High Time) <b>H</b>	—	—	—	11/10	5/5	10/8	—	—	Frames 11-15 (Devil Trigger: 10-14) invincible
4	Helmet Breaker	(in air) <b>↕</b> + <b>H</b>	1	90,000/108,000	720	13/12	Until grounded + 2	18/16	—	0/+2	Hard knockdown
5	Trick L	(during Helmet Breaker) <b>L</b>	—	—	—	14/13	11/9	11/10	—	—	Frames 14-24 (Devil Trigger: 13-21) invincible
6	Trick M	(during Helmet Breaker) <b>M</b>	—	—	—	16/15	7/6	13/11	—	—	Frames 15-22 (Devil Trigger: 15-20) invincible
7	Trick H	(during Helmet Breaker) <b>H</b>	—	—	—	16/15	5/4	10/9	—	—	Frames 16-20 (Devil Trigger: 15-18) invincible
8	Upper Slash	(during <b>S</b> on contact) <b>H</b>	1	75,000/90,000	600	5/5	3/3	28/24	—	-8/-4	Ground bounces opponent, chains into <b>S</b>



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↗</b> + <b>H</b> (ground)	2	80,000/96,000	800	1	1	Hard knockdown
1	<b>↖</b> + <b>H</b> (ground)	1	80,000/96,000	800	1	1	Hard knockdown
2	<b>↗</b> + <b>H</b> (air)	5	80,000/96,000	800	1	1	Hard knockdown
2	<b>↖</b> + <b>H</b> (air)	5	80,000/96,000	800	1	1	Hard knockdown

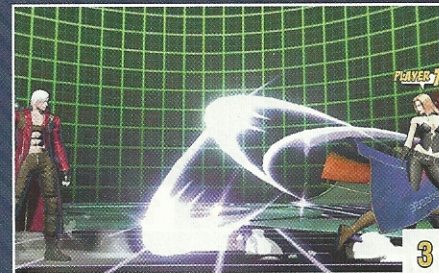


VERGIL  
NEW



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Vergil— $\alpha$	Dimension Slash	Judgment Cut	5	122,600/ 147,300	1200	49/44	—	121/111	91/81	Knocks down, projectile has 5 low priority durability points, projectile active for 30 frames
2	Vergil— $\beta$	Dimension Slash	Rising Sun	2	50,000 + 80,000/ 60,000 + 96,000	400 + 640	33/30	3(14)4/ 3(12)4	122/110	92/80	Brief spinning knockdown, air recovery
3	Vergil— $\gamma$	Dimension Slash	Rapid Slash	5	143,200/ 171,900	1400	52/48	16/14	123/111	93/81	First 3 projectiles have 99 low priority durability points, last projectile has 5 low priority durability points



Vergil is great as a crossover assist. Vergil— $\beta$  is decent for combos but lacks invincibility to be safely used as anti-air. Vergil— $\alpha$  is decent for helping offensive pressure and has good durability. Vergil— $\gamma$  passes through opponents and can set up long-range hyper combos. If guarded, your rival is pushed to the far end of the screen, making it great for creating breathing space.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ ↙ + P1 or P2	1	50,000	500 (-1 hyper meter bar)	2	3	33	—	-13

### Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



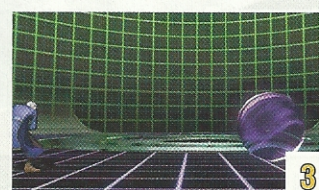
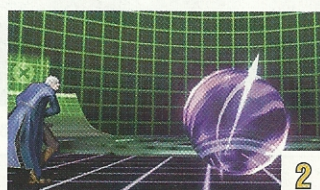
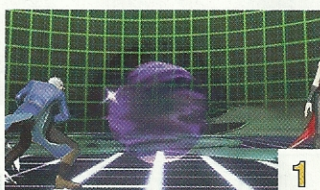
**"I AM A SON OF SPARDA, THE LEGENDARY DARK KNIGHT. YOU NEVER STOOD A CHANCE AGAINST ME."**

## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2, 3	Judgment Cut	↓ ↘ ↙ + ATK	5	122,600/ 147,300	1200	25/22	—	30/26	—	+8/+12	Knocks down, projectile has 5 low priority durability points, active for 30 frames (Devil Trigger: 27)
4	Rising Sun	↔ ↓ ↘ + L	2	50,000 + 80,000/ 60,000 + 96,000	400 + 640	9/8	5(12)4/ 5(10)4	30/26	+11/+15	-11/-7	Brief spinning knockdown, air recovery
5	Trick	(during Rising Sun) H	—	—	—	11/10	5/5	10/8	—	—	Frames 11-15 (Devil Trigger: 10-14) invincible
6	Lunar Phase	↔ ↓ ↘ + M	9	25,000 x 8 + 50,000/ 28,600 x 8 + 60,000	200x 8 + 400	15/14	36(9)6/ 31(10)5	24/20	—	-7/-2	Ground bounces foe, hard knockdown
7	Rapid Slash	↔ ↓ ↘ + H	5	143,200/ 171,900	1400	28/26	16/14	32/27	—	-8/-3	Knocks down, 4 projectiles with 5 low priority durability points each, each projectile active for 7 frames
8	Trick	↓ ↘ ↙ + L	—	—	—	14/13	11/9	11/10	—	—	Frames 14-24 (Devil Trigger: 13-21) invincible
9	Trick Down	↓ ↘ ↙ + M	—	—	—	16/15	7/6	13/11	—	—	Frames 16-22 (Devil Trigger: 15-20) invincible
10	Trick Up	↓ ↘ ↙ + H	—	—	—	16/15	5/4	10/9	—	—	Frames 16-20 (Devil Trigger: 15-18) invincible
11	Round-Trip (in air OK)	ATK (hold down for 90 frames)	17	20,000/ 24,000 per hit	160 per hit	30/27	—	15/13	+90/80	+89/+79	Projectile has 5 low priority durability points, active for 80/68 frames



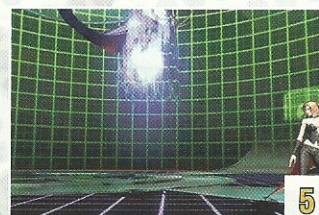
**Judgment Cut:** Vergil takes a step back and performs a ranged slice attack. The strength of the button pressed determines the distance from which the flurry of slices appears: **L** attacks directly in front of Vergil, **H** appears about 4/5 of a full screen away, and **M** is right in between. Judgment Cut behaves more like a projectile than a melee attack, similar to Dormammu's Dark Hole. It has 5 points of low priority durability, making it possible to stop standard opposing projectiles.



Judgment Cut is great as a defensive attack and as a means of safe pressure. A well-timed Judgment Cut M or H cannot be punished by your opponent unless telegraphed. So long as the sphere makes contact with your rival, they will be hard-pressed to retaliate effectively. You can use Judgment Cut L to end blockstrings safely, such as after guarded standing **H** or Stinger.

During Devil Trigger, the size of the Judgment Cut sphere is increased dramatically.

**Rising Sun and Trick:** Vergil performs a pair of aerial kicks. Inputting **H** right after the second kick hits causes Vergil to perform Trick back down to the ground. Rising Sun is an integral part of Vergil's combos, so getting used to canceling it from Stinger is important for Vergil players. You can use the Trick cancel as a means to cut Rising Sun's recovery time, allowing for a combo. Upon Trick's recovery, immediately super jump forward with air **M**, **H**, **S** into a ground bounce for a continued combo opportunity (so long as you haven't used a ground bounce previously in the combo). If Rising Sun is blocked, perform Trick for a quick getaway. Only extremely quick attacks like throws or three-frame startup **L** attacks can punish the teleport.



During Devil Trigger, the hitbox on Rising Sun is increased dramatically, making it more viable to be used on its own.

**Lunar Phase:** Vergil flips forward with a slash, reminiscent of Dante. When successful, the opposing character is ground bounced and can be attacked further for a combo. It is possible to use this attack as a combo variation in Vergil's bread and butter combos. Unfortunately, Vergil floats high into the air for Lunar Phase, causing it to whiff easily against most crouching adversaries, even on hit. It is also easily punished when guarded.



**Rapid Slash:** Vergil dashes through his rival and is followed by a flurry of sword slices for a cross-up and soft knockdown. Rapid Slash is difficult to guard on reaction (especially if performed unexpectedly) and can be used from close to mid range to cross foes up. You can cancel it into Devil Trigger for a powered up combo on hit or as a safety measure when the slash is guarded. If the opponent guards correctly, they are sucked in toward Vergil and can then punish him extremely easily. Remedy this situation by calling a crossover assist right before performing Rapid Slash to cover Vergil while he is recovering. You can also cancel a successfully landed Rapid Slash into Dimension Slash for easy damage. Note that only the last hit of Rapid Slash knocks your rivals off their feet; if Rapid Slash is canceled early into X-Factor, the foe gets sucked in toward Vergil in a standing state, ready for a possible K.O. combo!

Performing Rapid Slash during Devil Trigger increases its hitbox, giving it more vertical range.

During Devil Trigger, Lunar Phase's hitbox is increased, making it more likely to hit properly.

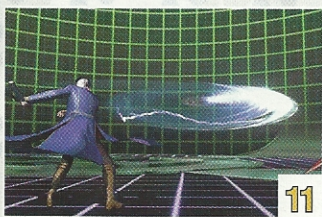
#### Trick, Trick Down, and Trick Up:

Performing Trick **L** causes Vergil to teleport and reappear directly in front of his opponent. Trick is a great way to cancel the recovery of special moves to allow for extended combos, as in the instance of Stinger or Rising Sun. Without Trick, you cannot follow the wall bounce from Stinger with any basic attacks. You can also employ Trick as a fake out for competitors expecting the cross-up of Trick Down. Train the opposing player to watch for Trick Down, and catch them off guard with Trick.



Trick Down places Vergil directly behind his adversary horizontally. Trick Down is great for cross-ups when used in tandem with crossover assists, or for escaping a big punish after a guarded attack. Trick Down is also useful for punishing long range attacks or slower hyper combos. Vergil's combos deal a heavy amount of damage, so opponents must always play cautiously with the constant threat of Trick Down. Don't become too predictable, however, since all versions of Trick can be punished upon recovery if opposing players react to the move with haste.

Trick Up sends Vergil directly above his rival, regardless of their current height. Afterward, Vergil is in a jumping state in which attacks can be performed, guarding is available, and crossover assists may be called. You can use a crossover assist in this situation to make a simultaneous **↓ + H** Helmet Breaker safe if guarded. Trick Up is also available after certain special moves to reduce recovery time. You can mix it with the other two to get the drop on opponents unexpectedly. Be careful of abusing this move against characters who can land full combos off air throws, as the recovery on this teleport is very susceptible to a well-timed air throw.



**Round-Trip:** Round-Trip is a boomerang-like projectile that fires across the screen and back for a two-phase attack. Perform this move by holding any **↻** input until Vergil's hand begins to glow. This attack can be charged even before the round begins! When launched, the projectile is constantly active, and can reach upwards of 15 hits. After the launch recovery, Vergil is able to move and attack freely, and you can follow the hits of Round-Trip for a combo or add to it with Judgment Cut. For the most damage, your opponent must get hit at mid range or so, ensuring hits from both the launch and the return. In the second phase of the attack, the sword tracks to Vergil's position, disappearing once it comes into contact with him. Given this, the projectile can be stalled a short time by performing Trick Down right before it comes back to Vergil, prolonging its screen time. Executing Trick while Round-Trip is out has the added benefit of making your teleport safe; varying between Trick **L** and **M** mounts a confusing side switch offense that's safe to enemy retaliation because of Round-Trip's presence. You can also use it as a combo variation, but its damage output is very low.

During Devil Trigger, the Round-Trip projectile is given an increase in size, making it more difficult to avoid.



VERGIL  
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# Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Dimension Slash (in air OK)	↓ ↘ ↙ + <b>ATK</b> <b>ATK</b>	41 (varies)	341,000	8+3	106	65	—	-59	Hard knockdown, each projectile has 5 high priority durability points
2	Spiral Swords	↘ ↙ ↘ + <b>ATK</b> <b>ATK</b>	18	15,000 per hit	13+1	—	10	—	—	Each sword has beam durability: 3 frames x 5 high priority durability frames, lasts 180 frames
3	Sword Storm	(during Spiral Swords) ↓ ↘ ↙ + <b>S</b>	6	50,000 per hit	5	—	5	—	—	Burns 1 bar of meter, swords hover above foe for 190 frames before striking, each projectile has 5 high priority durability points, 1 projectile becomes active after 146 frames followed by 5 more every 20 frames afterwards
4	Blistering Swords (in air OK)	(during Spiral Swords) <b>ATK</b> + <b>S</b>	6	60,000 per hit	3	—	2	—	—	Burns 1 bar of meter, each projectile has 5 high priority durability point
5	Summoned Swords (in air OK)	(during Blistering Swords) <b>ATK</b> + <b>S</b>	1	60,000	1	—	4	+27	+26	Projectile active after on frame 9, projectile has 5 high priority durability points
6	Devil Trigger	↓ ↘ ↙ + <b>ATK</b> <b>ATK</b>	—	—	6+0	—	4	—	—	Frames 3-6 invincible, Vergil gains a 15% speed increase and 20% damage increase, Vergil gains double jump and airdash, lasts 600 frames
7	Dark Angel (Level 3 Hyper Combo)	(during Devil Trigger) ↓ ↘ ↙ + <b>ATK</b> <b>ATK</b>	35	610,000	6+5	8	42	—	-27	Frames 1-19 invincible, crumples opponent, hard knockdown, OTG-capable



**Dimension Slash:** Vergil flies across the screen repeatedly, filling the screen with countless Judgment Cuts for a hard knockdown. Dimension Slash is Vergil's main combo ender, and it can inflict anywhere from a moderate to heavy amount of damage depending on the opposing character's position and size. It is typically canceled from High Time (which is performed with **↘ + H**), Judgement Cut, or Rapid Slash. You can perform two of these in the air consecutively with the help of an aerial X-Factor activation, which is great for

situations where you have both the point character and a crossover assist character caught in your combo!

Due to the random nature of Dimension Slash, enemies will sometimes get caught by an extra hit towards the end of the hyper combo, delaying their fall to the ground. If you see this occur, you can perform High Time OTG into another Dimension Slash as soon as you recover from the first Dimension Slash. With some luck and several bars of hyper meter, you can link together multiple Dimension Slashes for a substantial amount of damage.

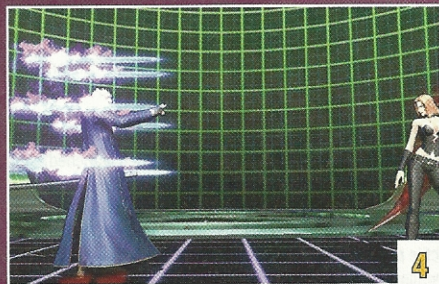
For a sneaky trick, Dimension Slash can be performed with a tiger knee motion (**↓ ↘ ↙ + ATK ATK**) right next to your opponent for a cross-up. You must be literally right next to your adversary for this to work properly; otherwise it can be guarded normally. Only attempt this against foes who you know for sure are unaware of this cross-up gimmick!



**Sword Storm:** Performed during Spiral Swords, the swords reappear above the opposing character, creating a crown of swords ready to strike. After a short period of time, the swords begin to rain down automatically, interrupting whatever your adversary may be doing. Performing Sword Storm requires another bar of hyper meter, essentially making Spiral Swords to Sword Storm a level 2 hyper combo. The swords do not attack in a stream like Spiral Swords, so they do not combo on their own. However, each sword can easily be used as a means to start a damaging combo. Perform Trick Down right before the swords launch for a cross-up that is unguardable on reaction!

Unlike Spiral Swords, Sword Storm will not disappear if Vergil is hit by an attack. The only way the swords will disappear is if Vergil leaves the playing field (via crossover attack, THC, etc.) or if Vergil is knocked out. You can use this to your advantage by playing riskier while Sword Storm is active, since any retaliation will be met with a shower of swords.

Note that the timing in which Sword Storm is activated has no bearing on its duration. The swords always launch at the same time, regardless if you activated Sword Storm during the beginning or end of Spiral Swords. Maximize your meter spent by performing Sword Storm as late as possible!



during Blistering Swords, **S + ATK** can be input to perform Summoning Swords, which shoots each sword individually. **S + L** fires a sword straight ahead, **S + M** fire upwards at an angle, and **S + H** fires downwards at an angle, making it ideal to use from the air. Summoned Swords has almost no recovery, and you can fire the swords at a rapid rate both on the ground and in the air. The speed that the projectiles are released makes it great for combos, or as a defensive measure against aggressive opponents. Using Summoned Swords defensively can be worthwhile since the floating swords have no active hitbox, unlike Spiral Swords.

The duration of Blistering Swords is not affected by the timing in which you perform it during Spiral Swords. Get the most out of your meter by performing it as late as possible during Spiral Swords.

**Spiral Swords:** Vergil summons six floating swords to rotate around him, similar to Strider's Ouroboros. Foes within range suffer from a multi-hitting stream of sword attacks, while Vergil can continue attacking freely. Spiral Swords is great to use with Trick and Trick Down since the swords reappear with Vergil even before the teleport has recovered. Even though combos started from Spiral Swords suffer from heavy damage scaling, this hyper combo is still overwhelming for your opponent to deal with. When Spiral Swords is activated, your rival can only hope to attack safely from far away, so you can use this opportunity to look for chances to punish long range attacks with Trick Down.

Even though melee attacks are difficult to land on Vergil when Spiral Swords is activated, he is not invincible at any time during its activation or duration. Furthermore, the swords disappear as soon as Vergil is hit by any attack. Don't waste your hyper meter with a predictable Spiral Swords activation only to have it stuffed by an incoming attack!



**Blistering Swords and Summoned Swords:** Like Sword Storm, Blistering Swords can only be performed during Spiral Swords, and it requires one bar of hyper meter. Blistering Swords is also similar to Sword Storm in that it automatically launches projectiles after a certain amount of time directly in front of Vergil. Unlike Sword Storm, the swords during Blistering Swords combo naturally on their own, though the top swords sail over smaller characters at ground level. A well-timed Trick Down during Blistering Swords causes a tricky cross-up; swords released before Trick are coming from behind the target, after Vergil has swapped sides!

For players who are too impatient for the swords to launch





**Devil Trigger:** A signature move of Vergil's, Devil Trigger grants Vergil several improvements: a damage increase of 15%, health regeneration, a double jump and airdash, and increased speed. Having Devil Trigger activated also increases the hitboxes of Judgment Cut, Rapid Slash, Round-Trip, Lunar Phase, and Rising Sun. Devil Trigger can be used both to start or finish a team hyper combo, and

the move is great for making slow recovering attacks safe that are otherwise punishable, such as Stinger and Rapid Slash. It can be canceled into during most combo situations, improving the combo's overall damage. Gaining access to a double jump and airdash improve Vergil's mobility, and the airdashes travel fairly fast and far. Vergil retains these augmentations even as a crossover assist.

In addition to these benefits, Vergil also gains the ability to cancel whiffed basic attacks into special moves with Devil Trigger activated, something all other characters can normally do. This helps greatly, as whiffing an attack like Stinger results in huge recovery time.



**Dark Angel:** Dark Angel can only be performed while Devil Trigger is active (essentially making it a level 4 hyper combo), and it is performed with the same  $\downarrow \rightarrow \leftarrow + \text{ATK}$  input as Devil Trigger. Dark Angel not only causes tremendous damage (up there with Phoenix Wright's lv.3 hyper combo as the most damaging attacks in the game), but opponents are open to further attacks after being hit by it.

guaranteeing a K.O. on most characters. You can use it to blow through an opposing hyper combo, since it has a lengthy window of invincibility on startup. This hyper combo is easily utilized in combos and is OTG-capable, as well. If hyper meter is not an issue, you should take advantage of any opportunity to land Dark Angel on a healthy adversary.

## Battle Plan



Use Trick Down to get past long-range attacks.

Vergil's deadly combos. Mastering his offensive and defensive options and the range on his attacks are both key factors in playing Vergil effectively.

Vergil's main weakness lies in the slow recovery on several of his essential attacks, such as standing  $\text{H}$  and Stinger. Vergil takes his sweet time to sheath his sword after whiffing these attacks, leaving him vulnerable to severe punishment. Furthermore, Vergil is the only character in the game that is unable to cancel basic attacks and command attacks into special moves, making it imperative that your attacks at least come into contact with an enemy so that you can cancel into something safer such as Judgment Cut L. However, Vergil is still able to cancel whiffed attacks into hyper combos. If you react fast enough to a whiffed Stinger, for example, quickly cancel into Devil Trigger to regain control of Vergil. In addition, Devil Trigger grants the ability to cancel whiffed basic attacks and command attacks, so be sure to take advantage of this while Devil Trigger is active.

You have several options to choose from when attacking from a distance. If you've pre-charged Round-Trip, you can unleash it as soon as the round starts for a decent amount of chip damage or possible combo opportunity. You can harass your opponent with Judgment Cut H, and any successfully landed cut can be canceled into Dimension Slash for added damage. The hitstun on Judgment Cut is enough to comfortably hit-confirm into Dimension Slash. If competitors try to retaliate with ranged attacks of their own, use Trick Down to punish projectiles or slower recovering attacks. If you have a long range crossover assist at your disposal, you can use it with Trick Down for ambiguous cross-ups. Even if guarded, it's possible that the crossover assist can cover the teleport's recovery.

At mid to close range, Vergil's basic attacks come into play. Standing  $\text{H}$  has enormous range, and the sword hitbox does not trade hits with other character attacks. If used right after a forward dash, Vergil's swipe is able to reach more than halfway across the screen! You can then cancel this into Stinger into a massive combo. If you need something faster, standing  $\text{M}$  also has great range, albeit shorter than standing  $\text{H}$ .

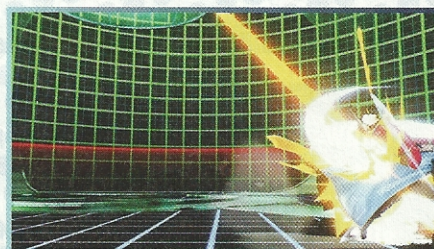
This distance is also the perfect time for Stinger. Stinger is performed with  $\rightarrow + \text{H}$  and can reach almost fullscreen with the help of a forward dash. Although it has quick startup considering its range, Vergil takes an awfully long time to sheath his sword thereafter, leaving him wide open for whatever punishment your rival plans to dish out! For this reason, Stinger must never be whiffed, since its recovery cannot be canceled into a special move if no contact with the opponent is made. If guarded, you can cancel into Trick Down for a great

cross-up setup depending on your crossover assists. Input  $\rightarrow + \text{H} + \text{P1=P2}$  canceled into Trick Down. This not only is great for cross-ups, but it can possibly make Stinger safe, as well. Another cross-up is Stinger canceled into Rapid Slash, which can be extremely difficult to block. Canceling into Judgment Cut, Rising Sun, or Devil Trigger are also great ways to mitigate Stinger's recovery. If Stinger connects, you can cancel into Rising Sun and continue to **Combo 1** or into Devil Trigger to give your combo a welcome damage boost.

Vergil is fortunate to have two aerial attacks that are virtually safe if guarded. Helmet Breaker, performed with  $\downarrow + \text{H}$  in the air, stops Vergil's air trajectory and sends him straight down with a devastating sword attack. An input of  $\text{L}$ ,  $\text{M}$ , or  $\text{H}$  right as Vergil touches the ground results in Trick, Trick Down, or Trick Up, respectively. Helmet Breaker is punishable by ground throws if guarded at a close distance, but the throw attempt can be avoided with a Trick cancel, causing your competitor to possibly whiff standing  $\text{H}$  instead. Cancel Helmet Breaker into Trick Up, and then follow it with yet another Helmet Splitter for a loop of aerial attacks! Combining this with a crossover assist call after Trick Up causes headaches for foes. If successfully connected, Helmet Breaker can then be followed with High Time into Dimension Slash, or Devil Trigger into Dark Angel if you have at least four bars of hyper meter.

Air  $\text{S}$  is another safe attack at your disposal. Coming down from the sky at an angle, air  $\text{S}$  causes a ground bounce on hit that can lead into a combo. It is often used in combos after air  $\text{H}$  and travels quickly after the initial startup. The higher altitude this attack is performed, the more horizontal range it covers. When in doubt, throw this move out for an easy combo attempt.

Keep in mind that both these air-to-ground attacks are susceptible to severe punishment via X-Factor activation upon an opponent's guard. Always take your challenger's remaining vitality, characters, and X-Factor availability in mind in calculating how likely it is for them to blow their X-Factor to punish these attacks.



Rapid Slash and Trick Down still cross up on cornered opponents.

At close range, basic attack strings can be started with standing or crouching  $\text{L}$ . Standing  $\text{L}$  has great range and priority, and can be complemented with a forward dash at mid range to begin an offense. Crouching  $\text{L}$  doesn't quite have the range of standing  $\text{L}$  but must be guarded low. It is important to hit confirm using standing or crouching  $\text{L}$ ,  $\text{M}$  rather than standing or crouching  $\text{L}$ ,  $\text{M}$ ,  $\text{H}$  because advancing guard will cause standing  $\text{H}$  to whiff, leaving you open to punishment because whiffed attacks cannot be canceled into a special move. Advancing guard will cause  $\text{M}$  to whiff after standing or crouching  $\text{L}$  only if the opponent uses advancing guard the first few frames of guarding  $\text{L}$ , which is nearly impossible to do on reaction. If your opponent tries to use advancing guard against your assault, cancel standing  $\text{M}$  into Stinger to get back close, then cancel Stinger into Judgment Cut L for safe pressure, Rapid Slash for a cross-up attempt, or Trick Up/Down with the help of a crossover assist to keep your offense flowing.



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## COMBO USAGE

**I. CR. (L, M, H), → + H (CANCEL) → ↓ ↘ ← + L, H, S (CANCEL) → SUPER JUMP, AIR (M, M, H), ↓ + H, LAND, {↘ + H (CANCEL) → H (CANCEL) → ↓ ↘ → + ATK (MASH ATK)} OR {↓ ↘ ← + ATK (DEVIL TRIGGER), ↓ ↘ ← + ATK, FORWARD DASH, CR. H (CANCEL) → ↓ ↘ + M, ↘ + H (CANCEL) → H (CANCEL) → ↓ ↘ → + ATK (MASH ATK)}**

**524,700~1,157,000 damage, 32%~268% meter loss**

Here's a basic Vergil combo for beginners. After the OTG with ↓ ↘ + H (CANCEL) → H (CANCEL) cancel to Dimension Slash afterward by hyper canceling Trick teleport while Vergil is still airborne. You can do this in one smooth motion by inputting ↓ ↘ + H (CANCEL) → ↓ ↘ → + ATK (MASH ATK), which quickly activates the Trick teleport while also canceling it immediately.

Don't be wide-eyed about the second damage number; Vergil has to blow five meters to inflict that damage! It's usually worth knocking out opposing characters at any cost, but be mindful of how much hyper meter you're spending, depending on the circumstances and how many teammates Vergil has remaining.

**II. CR. (L, M, ST. H), → + H (CANCEL) → ↓ ↘ + L (CANCEL) → H, AFTER LANDING FROM TRICK, IMMEDIATELY SUPER JUMP FORWARD, AIR (M, M, H, S), LAND, ST. H, → + H (CANCEL) → ↓ ↘ ← + L, H, S (CANCEL) → SUPER JUMP, AIR (M, M, H), ↓ + H, LAND, {↘ + H (CANCEL) → H (CANCEL) → ↓ ↘ → + ATK (MASH ATK)} OR {↓ ↘ ← + ATK (DEVIL TRIGGER), ↓ ↘ ← + ATK, FORWARD DASH, CR. H (CANCEL) → ↓ ↘ + M, ↘ + H (CANCEL) → H (CANCEL) → ↓ ↘ → + ATK (MASH ATK)}**

**562,500~1,238,300 damage, 16% meter gain (or 459% meter loss!)**

This is Vergil's standard combo. After landing → ↓ ↘ + L (CANCEL) → H, Vergil recovers on the ground from Trick while the screen is still focused on super jump height, making it difficult to see when Vergil can act. There's no visual indicator for when you can have Vergil super jump, so you'll just have to practice the timing.

**III. (AGAINST AIRBORNE OPPONENT) ST. (L, M, H) (CANCEL) → ↓ ↘ + L (CANCEL) → H, AFTER LANDING FROM TRICK, IMMEDIATELY SUPER JUMP FORWARD, AIR (M, M, H, S), LAND, → + H (CANCEL) → ↓ ↘ ← + L, H, S (CANCEL) → SUPER JUMP, AIR (M, H), ↓ + H, LAND, {↘ + H (CANCEL) → H (CANCEL) → ↓ ↘ → + ATK (MASH ATK)} OR {↓ ↘ ← + ATK (DEVIL TRIGGER), ↓ ↘ ← + ATK, FORWARD DASH, CR. H (CANCEL) → ↓ ↘ + M, ↘ + H (CANCEL) → H (CANCEL) → ↓ ↘ → + ATK (MASH ATK)}**

**518,000~1,169,200 damage, 89% meter gain (or 478% meter loss)**

The crouching opening attacks in **Combo II** hit low, which is necessary when varying between high and low attacks. However, Vergil's standing (L), standing (M) opening is sometimes better because of its anti-air properties. This combo takes advantage of that, though at the expense of a small amount of damage.

**IV. → ↓ ↘ + H (3 HITS) (CANCEL) → ↓ ↘ ← + ATK (DEVIL TRIGGER), CR. (M, ST. H), → + H (CANCEL) → ↓ ↘ + L (CANCEL) → H, AFTER LANDING FROM TRICK, IMMEDIATELY SUPER JUMP FORWARD, AIR (M, H, S), LAND, ST. H, → + H (CANCEL) → ↓ ↘ ← + L, H, S (CANCEL) → SUPER JUMP, AIR (M, M, H), ↓ + H, LAND, {↘ + H (CANCEL) → H (CANCEL) → ↓ ↘ → + ATK (MASH ATK)} OR {↓ ↘ ← + ATK (DEVIL TRIGGER), ↓ ↘ ← + ATK, FORWARD DASH, CR. H (CANCEL) → ↓ ↘ + M, ↘ + H (CANCEL) → H}**

**571,300~1,108,600 damage, 192~460% meter loss**

**V. THROW, (WAVEDASH FORWARD TWICE, ↘ + H (CANCEL) → H (CANCEL) → ↓ ↘ → + ATK) OR (WHEN THE ENEMY IS CORNERED, ↓ ↘ ← + ATK (DEVIL TRIGGER), ↓ ↘ ← + ATK, ST. H (CANCEL) → ↓ ↘ + L (CANCEL) → H, AFTER LANDING FROM TRICK, IMMEDIATELY SUPER JUMP FORWARD, AIR (M, H, S), LAND, ST. H, → + H (CANCEL) → ↓ ↘ ← + L, H, S (CANCEL) → SUPER JUMP, AIR (H), ↓ + H, ↘ + H (CANCEL) → H (CANCEL) → ↓ ↘ → + ATK**

**257,100~872,500 damage, 84~414% meter loss**

The second combo is devastating, but it costs five meters to perform, exhausting your resources immediately. After the corner throw, you must time the shift into Devil Trigger and then the level 3 hyper combo as quickly as possible, or it will whiff entirely. This is exceedingly difficult to do unless you land the throw while in Devil Trigger mode already, in which case it's much easier.





VERGIL  
NEW

**VI.** AIR THROW, LAND,  $\rightarrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \leftarrow + \text{L}$ , ST.  $\text{H}$   $\xrightarrow{\text{CANCEL}}$   $\rightarrow \downarrow \nearrow + \text{L}$   $\xrightarrow{\text{CANCEL}}$   $\text{H}$ , AFTER LANDING FROM TRICK, IMMEDIATELY SUPER JUMP FORWARD, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\text{S}$ , LAND, ST.  $\text{H}$ ,  $\text{S}$   $\xrightarrow{\text{CANCEL}}$  SUPER JUMP, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\downarrow + \text{H}$ , LAND,  $\{\nearrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$  (MASH  $\text{ATK}$ )\} OR  $\{\downarrow \nearrow \leftarrow + \text{ATK/ATK}$  (DEVIL TRIGGER),  $\downarrow \nearrow \leftarrow + \text{ATK/ATK}$ , FORWARD DASH, CR.  $\text{H}$   $\xrightarrow{\text{CANCEL}}$   $\rightarrow \downarrow \nearrow + \text{M}$ ,  $\nearrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\text{H}$ \}

318,200~982,700 damage, 2% meter gain or 373% meter loss  
Vergil's air throw allows for a direct juggle after it. The variation required is only a slight alteration of his existing combo.

**VII.** CR.  $\text{L}$ ,  $\text{M}$ , ST.  $\text{H}$ ,  $\rightarrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\text{X}$ , CR.  $\text{M}$ , ST.  $\text{H}$ ,  $\rightarrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\rightarrow \downarrow \nearrow + \text{L}$   $\xrightarrow{\text{CANCEL}}$   $\text{H}$ , AFTER LANDING FROM TRICK, IMMEDIATELY SUPER JUMP FORWARD, AIR  $\text{M}$ ,  $\text{H}$ ,  $\text{S}$ , LAND, ST.  $\text{H}$ ,  $\rightarrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \leftarrow + \text{L}$ ,  $\text{H}$ ,  $\text{S}$   $\xrightarrow{\text{CANCEL}}$  SUPER JUMP, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\downarrow + \text{H}$ , LAND,  $\{\nearrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$  (MASH  $\text{ATK}$ )\} OR  $\{\downarrow \nearrow \leftarrow + \text{ATK/ATK}$  (DEVIL TRIGGER),  $\downarrow \nearrow \leftarrow + \text{ATK/ATK}$ , FORWARD DASH, CR.  $\text{H}$   $\xrightarrow{\text{CANCEL}}$   $\rightarrow \downarrow \nearrow + \text{M}$ ,  $\nearrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$  (MASH  $\text{ATK}$ )\}

938,200~1,263,600 damage, 156~210% meter gain or 422~344% meter loss  
This is a verifiable combo off of a low attack. (mash  $\text{ATK}$ )(mash  $\text{ATK}$ )

ADVANCED TACTICS

PERKS OF BEING A DEMON

If you happen upon excess meter with Vergil on point, a good way to maximize meter usage is to activate Devil Trigger early on, and switch Vergil out. If later down the road, you gain a combo opportunity with a different character and have hyper meter in stock, perform a team aerial combo to get Vergil back in; preferably  $\downarrow + \text{S}$  to build meter if you don't suspect your opponent is going to counter it. Upon entry, perform air  $\text{H}$ ,  $\downarrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \leftarrow + \text{ATK/ATK}$ . Because Devil Trigger was already active from before, you can use this combo to land huge damage with Dark Angel as an OTG. Save this tactic for healthy adversaries, as the high damage may be overkill on a competitor (and thus a waste of meter) with low vitality.

COMBO APPENDIX

GENERAL EXECUTION TIPS

- To ensure that the Trick cancel from a special move is successful, try double tapping the desired  $\text{ATK}$  button to double your chances of teleporting.
- After landing Rising Sun into Trick, super jump forward and input air  $\text{M}$  as quickly as possible so that Vergil doesn't get too high to continue the combo.
- When using Stinger, always cancel it to avoid its awful recovery period.
- When canceling  $\nearrow + \text{H}$  into air  $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$ , use  $\text{L} + \text{H}$  or  $\text{M} + \text{H}$ . Otherwise, High Time needs a Trick cancel before you can perform the aerial Dimension Slash.

AS VERGIL COMES IN: AIR  $\text{M}$ ,  $\text{H}$ ,  $\downarrow + \text{H}$ , LAND,  $\nearrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

Notes	Damage
$\uparrow + \text{S}$ or $\rightarrow + \text{S}$ or $\downarrow + \text{S}$ TAC to Vergil	Varies based on damage scaling

THROW, WAVEDASH FORWARD TWICE,  $\nearrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\text{X}$  (WHILE VERGIL IS STILL GROUNDED), FORWARD SUPER JUMP, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\text{S}$ , LAND, ST.  $\text{H}$ ,  $\rightarrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \leftarrow + \text{L}$ , ST.  $\text{H}$ ,  $\text{S}$   $\xrightarrow{\text{CANCEL}}$  SUPER JUMP, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\downarrow + \text{H}$ , LAND,  $\nearrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$  (MASH  $\text{ATK}$ )

Notes	Damage
Cancel into X-Factor just as $\nearrow + \text{H}$ OTGs the opponent; you must cancel before the uppercut rises into the air in order to stay grounded	723,200~872,500 damage, 121~163% meter gain

AIR THROW, LAND,  $\rightarrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \leftarrow + \text{L}$   $\xrightarrow{\text{CANCEL}}$   $\text{X}$ , ST.  $\text{H}$   $\xrightarrow{\text{CANCEL}}$   $\rightarrow \downarrow \nearrow + \text{L}$   $\xrightarrow{\text{CANCEL}}$   $\text{H}$ , AFTER LANDING FROM TRICK, IMMEDIATELY SUPER JUMP FORWARD, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\text{S}$ , LAND, ST.  $\text{H}$ ,  $\text{S}$   $\xrightarrow{\text{CANCEL}}$  SUPER JUMP, AIR  $\text{M}$ ,  $\text{M}$ ,  $\text{H}$ ,  $\downarrow + \text{H}$ , LAND,  $\nearrow + \text{H}$   $\xrightarrow{\text{CANCEL}}$   $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$  (MASH  $\text{ATK}$ )

Notes	Damage
X-Factor is activated during the Trick teleport	722,800~901,400 damage, 118~160% meter gain



# CAPTAIN AMERICA

**"I CONSIDER IT MY DUTY AND AN HONOR TO FIGHT FOR JUSTICE!"**

## Bio

### REAL NAME

Steven "Steve" Rogers

### OCCUPATION

Soldier, Adventurer

### ABILITIES

Extremely proficient in boxing, judo, aikido, and various other fighting disciplines. He also utilizes weapons-based fighting styles using his shield.

### WEAPONS

A shield made from vibranium-alloy; it is the only one in existence in the world.

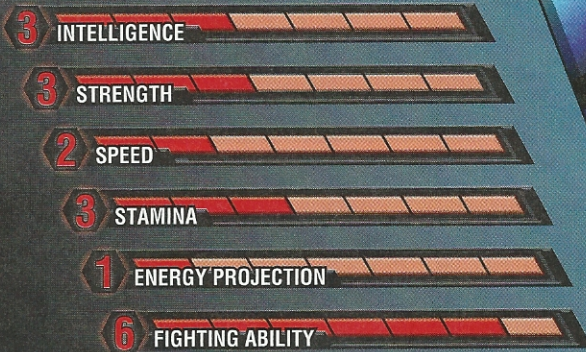
### PROFILE

The sole recipient of the Super Soldier Serum, Cap's deep love for his country and his unparalleled sense of justice make him one of the most respected heroes today. He has also been the long-time leader of the Avengers, a group dedicated to keeping the world safe from harm.

### FIRST APPEARANCE

Captain America Comics #1 (1941)

## POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



1



2



3



4



5



6



DLC

## Overview

<b>Vitality</b>	<b>1,050,000</b>	
<b>Chain Combo Archetype</b>	<b>Marvel Series</b>	
<b>X-Factor Boost</b>	<b>Damage</b>	<b>Speed</b>
Level 1 (3 teammates remaining)	135%	105%
Level 2 (2 teammates remaining)	160%	110%
Level 3 (1 teammate remaining)	185%	115%

Your goal with Captain America is to close on an adversary and use his Backflip with a projectile or beam assist to cross up the opposing player.

Why do you want to do this?

Backflip can pass through adversaries and is now immune to all attacks except throws for 13 frames. This creates a situation where it is difficult for an opposing player to block when you use the Backflip in tandem with an assist.

Backflip can be used to "push" your competitor out of the corner, enabling Cap's more damaging Shield Slash combos.

Opponents attempting to guard Backflip cross-ups will get hit by simple crouching **L** attacks and throws.

How do you get Captain America close to the opposing character in order to apply his Backflip mix-ups?

Using Charging Star and Hyper Charging Star to blow through beams and projectiles.

Using Shield Slash attacks at mid range and use the returning hit of Shield Slash to cover an approach.

Using slow projectile assists and wavedashing behind the cover of the assist, then using Backflip once close enough to cross up your opponent.

### TUNING SINCE ORIGINAL MVC3

Captain America gained quite a few boosts in *Ultimate Marvel vs. Capcom 3*. His overall combo damage has increased due to the increase in damage of Shield Slash, the new OTG-capability of Shield Slash **L**, and Hyper Charging Star gaining extra damage when mashed. Shield Slash **L**'s ability to OTG also greatly improves his previously mediocre corner combo damage. Double jump gives Captain America some more combo options and some added air mobility. Backflip gained immunity to nearly all attacks except throws, making his cross-up offense much safer. Charging Star **M** and **H** both received very minor damage reductions, but this has little effect on his combo damage or gameplay.

Captain America can now double jump.

Shield Slash damage boost.

Shield Slash **L** is OTG-capable, both the ground and air version.

Charging Star **M** & **H** damage lowered.

Frames 1-13 of Backflip are immune to all attacks except throws.

Hyper Charging Star is now mashable for additional damage.

Charging Star causes more horizontal and less vertical knockback.

Charging Star now causes soft knockdown.

Shield Slash hit stun against airborne opponents has been decreased.

Captain America—**β** and —**γ** damage increased.



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	46,000	368	5	3	12	0	-2	—
2	Standing <b>M</b>	1	68,000	544	10	2	20	-2	-4	—
3	Standing <b>H</b>	1	80,000	640	16	4	24	-4	-6	—



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	30,000	240	4	3	15	-3	-5	Low attack
2	Crouching <b>M</b>	1	48,000	384	9	4	19	-3	-5	—
3	Crouching <b>H</b>	1	75,000	600	13	4	26	—	-8	Low attack, knocks down



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	90,000	720	10	4	22	—	-4	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	50,000	400	5	3	14	+12	+10	Overhead attack
2	Air <b>M</b>	1	65,000	520	9	4	20	+17	+15	Overhead attack
3	Air <b>H</b>	1	70,000	560	12	10	16	+19	+17	Overhead attack

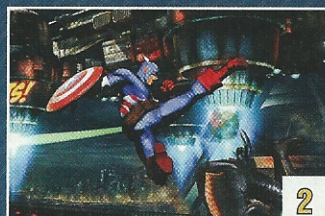




## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	85,000	680	15	5	21	+19	+17	Overhead attack, causes hard knockdown if used in launcher combo
2	Air <b>↑</b> + <b>S</b> (during launcher combo)	1	60,000	480	11	4	21	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>↔</b> or <b>↔</b> + <b>S</b> (during launcher combo)	1	60,000	480	12	10	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air <b>↓</b> + <b>S</b> (during launcher combo)	1	60,000	480	11	5	17	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

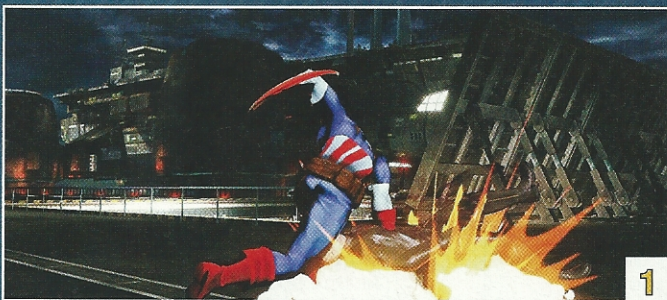
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Middle Kick	(during st. <b>M</b> hit) <b>M</b>	1	48,000	480	9	4	19	-2	-5	—
2	Air-Rage Kick	Air <b>↑</b> + <b>H</b>	1	73,000	584	10	3	23	+19	+17	Overhead attack
3	Anti-Ground Kick	Air <b>↓</b> + <b>H</b>	1	70,000	560	11	5	16	+19	+17	Overhead attack



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↔</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
	<b>↔</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
2	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



CAPTAIN AMERICA



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Captain America— $\alpha$	Hyper Charging Star	Shield Slash M	2	95,000	800	41	—	131	101	Shield is in play for 51 frames, each hit of Shield Slash has 5 low priority durability points
2	Captain America— $\beta$	Hyper Stars & Stripes	Stars & Stripes H	3	135,400	1200	29	12	145	115	Knocks down
3	Captain America— $\gamma$	Hyper Charging Star	Charging Star M	3	143,600	1272	29	11	138	108	Nullifies low and medium priority projectiles during frames 28-36, knocks down



Captain America— $\alpha$  is a fairly good projectile assist that stays on screen for quite a bit of time, enabling it to virtually lock down an opponent for almost a full second in most cases. The second hit can actually work to push your adversary toward Cap, allowing for some interesting combo possibilities. It might appear to be a drawback that both hits only combo at certain distances, but this can actually help aggressive characters greatly, since the gap gives them an extra place to mess up their guarding, if you cross them up or switch from low to high attacks (or vice versa) in between hits of the shield.

Captain America— $\beta$  does not have the invincibility of a normal Stars & Stripes attack, making it a poor defensive assist. It has very fast startup, but Captain America— $\gamma$  has the same startup and more utility. It is not very useful as a combo tool, either, since the opposing character is carried upwards, making it difficult to convert this assist into a meaningful combo. However, it's important to note that when you use Captain America— $\beta$  as a crossover counter, Captain America is invincible all the way up! This invulnerability period means you can crossover counter to Captain America and then cancel to Hyper Stars and Stripes against foes at close range, and into Hyper Charging Star to hit enemies throwing projectiles at long range! Performed correctly, Captain America comes in and performs his hyper combo seamlessly, and is invincible until the invulnerability period of his hyper combo wears off.

Captain America— $\gamma$  has the ability to nullify low and medium priority projectiles, making it a very useful assist against zoning characters. It also provides a guaranteed knockdown, making it a useful assist to extend combos after an OTG in the corner. From a midscreen position, it tends to push the target too far away to combo afterwards.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ ↙ + P1+P2	1	50,000	500 - (-1 hyper meter bar)	2	4	24	—	-6

**Notes**  
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Shield Slash L	↓ ↘ ↙ + L	2	114,000	960	21	—	30	—	—	Each hit of Shield Slash has 5 low priority durability points, shield is in play for 52 frames if Captain America does not move, disappears if Captain America gets hit, OTG-capable
2	Shield Slash M	↓ ↘ ↙ + M	2	114,000	960	17	—	34	—	—	Each hit of Shield Slash has 5 low priority durability points, shield is in play for 51 frames if Captain America does not move, disappears if Captain America gets hit
3	Shield Slash H	↓ ↘ ↙ + H	2	114,000	960	13	—	38	—	—	Each hit of Shield Slash has 5 low priority durability points, shield is in play for 50 frames if Captain America does not move, disappears if Captain America gets hit
4,5,6	Air Shield Slash	(in air) ↓ ↘ ↙ + ATK	2	114,000	960	15	—	Until grounded	—	—	Each hit of Shield Slash has 5 low priority durability points, shield is in play for 51 frames if Captain America does not move, disappears if Captain America gets hit, L version is OTG-capable



## Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
7	Stars & Stripes L	↵↵↵ + L	1	80,000	640	5	5	44	-12	-27	Invincible from frames 1-4, knocks down
	Stars & Stripes M	↵↵↵ + M	2	104,500	880	5	11	50	-21	-39	Invincible from frames 1-6, knocks down
	Stars & Stripes H	↵↵↵ + H	3	135,400	1200	5	12	57	-26	-47	Invincible from frames 1-9, knocks down
8	Charging Star L	↵↵↵ + L	1	100,000	800	5	9	30	+13	-17	Nullifies low and medium priority projectiles during frames 4-18, knocks down
	Charging Star M	↵↵↵ + M	2	123,500	1040	5	11	35	+4	-22	Nullifies low and medium priority projectiles during frames 4-18, knocks down
	Charging Star H	↵↵↵ + H	3	143,600	1272	5	13	43	-3	-17	Nullifies low and medium priority projectiles during frames 4-18, knocks down
9	Backflip	S + ATK	—	—	—	—	34	—	—	—	Invincible frames 1-13, can pass through opponents

**Shield Slash L:** This attack now has the ability to OTG, making it invaluable as a combo tool for Captain America. This allows you to dish out high damage anywhere on the screen regardless of Cap's positioning, whereas before, dealing significant damage in the corner or after air throws was difficult without the use of an assist. You can use this attack to start your offense at mid range against a grounded foe, allowing you to combo if the shield hits on the return trip.



**Shield Slash M:** Captain America's main ground-based zoning tool. His Shield Slash attacks have moderate strength at 5 low priority durability points. If Captain America's shield collides with a projectile, it starts returning to him immediately, regardless. However, it remains active until it is destroyed, caught, or if Captain America gets hit. You can use this to start an offense against a grounded opponent at mid range, allowing a combo if the shield hits on the return trip.



It would seem like canceling basic attacks into Shield Slash would be an easy way to keep perpetual frame advantage against an opponent, but unfortunately this isn't the case: if any of the Shield Slash attacks are performed from up close, your opponent's character can actually land a guaranteed hit against you before the shield's return trip, causing the shield to disappear and giving your foe a free combo.



**Shield Slash H:** Employ this move as a ranged anti-air to deter the opposition from jumping in at Captain America. This is especially potent because if it hits an airborne adversary, it juggles with both hits (unless your target is cornered). This allows you to jump forward with Captain America and convert the attack into a full combo!



**Air Shield Slash L:** While the air version of Shield Slash L can OTG, it is far less practical for this purpose because it takes additional time for Captain America to start the attack due to jumping, and because it cannot be canceled into any hyper combos. However, it is excellent for starting his offense. The downward angle at which the shield is thrown makes it difficult for opponents to approach Captain America with a normal jump, and the returning shield locks the competitor down, allowing you to dash in with Cap and begin his offense, and then convert to a combo if the shield connects.

This is also a useful combo tool while both Captain America and his adversary are in the air at normal jump height. This tactic enables you to bring the opposing character lower to the ground, so you can combo into a launcher.

It is interesting to note that a height restriction exists for using air Shield Slash L, and it is much lower than the other two versions of the attack. A relatively low-altitude air Shield Slash L can be performed by inputting ↵↵↵ + L, but that same input trick will not work for the other two versions.



**Air Shield Slash M:** This move is mainly used as a combo tool to keep the opposing character airborne at approximately the same height, allowing Captain America to land and jump forward with another attack. You can also use it against rivals who have airborne zoning tools.



**Air Shield Slash H:** Similar to the ground version of Shield Slash H, this move can be used against airborne opponents who are at an upward angle in front of Captain America. With the exception of extreme heights, if it connects, you can convert it into a full combo by having Captain America jump (or super jump if necessary) and continuing into further Shield Slash combos to bring your adversary closer

to the ground. You can also use this tactic against airborne zoning competitors who are slightly above Cap.



# CAPTAIN AMERICA

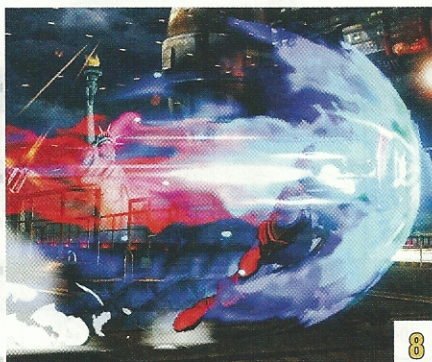




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**Stars & Stripes:** Stars & Stripes is one of the rare special moves with invincibility frames, making it a useful defensive option if opposing players become predictable with their attacks. Stars & Stripes M and H are the more useful versions because they have invincibility frames that last well into the active frames, while Stars & Stripes L invincibility fades 1 frame short of its first active frame.

Use this attack cautiously, since your opponent can easily punish a missed or guarded Stars & Stripes. If you are unsure that the attack will hit, make sure to use an assist to cover your recovery. Without an assist to cover you, attempting to make this attack safe can be costly, either requiring X-Factor or canceling into a hyper combo before Captain America leaves the ground, before a THC into a safe hyper combo.



8

**Charging Star:** Charging Star is the cornerstone of Captain America's strategy to combat zoning characters. This attack completely nullifies low and medium priority projectiles during frames 4-18. Higher strengths travel progressively farther distances and deal higher damage. However, Charging Star M & H knock the opposing character farther away, making the moves less useful for certain situations such as X-Factor usage (unless in the corner). The active frames are only active for a portion of the distance traveled, with Charging Star H only being active for about half the screen length.

Any time you hit with Charging Star, you can hyper combo cancel into Hyper Charging Star for an easy 400,000 or so damage. Keep in mind that Charging Star is easily punished when guarded, so use an assist to cover Captain America's recovery if possible.



9

**Backflip:** Although it inflicts no actual damage, Backflip is the primary means for Captain America to start his offense. Backflip is now immune to all attacks except throws during the first 13 frames and can pass through opponents for the entirety of the move. When used with an assist, you can time Backflip so that it can pass through your adversary immediately before the assist's attack hits, forcing your opponent to change the direction they are blocking. If they fail to block this attack, you can begin attacking and convert into a combo!

Backflip is very unsafe unless covered by an assist, canceled with X-Factor, or hyper combo canceled. No basic attacks are able to provide enough blockstun to prevent the opposing player from easily punishing Backflip.

## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Hyper Stars & Stripes	↵↵↵ + ATK ATK	5	290,800	12+0	11(7)12 (7)13	38	+11	-26	Invincible from frames 1-24, first two hits stagger the opponent
2	Hyper Charging Star	↵↵↵ + ATK ATK	10-20	274,100- 328,800	5+2	11	45	—	-23	Destroys projectiles/ignores beams from frames 1-23, hard knockdown, can be mashed for additional damage
3	Final Justice (Level 3 Hyper Combo)	↵↵↵ + ATK ATK	8	440,000	22+2	16	18	—	-12	Invincible from frames 16-36, hard knockdown



1

**Hyper Stars & Stripes:** This hyper combo's main use is to blow through an opponent's hyper combo at close range. With 24 invincibility frames, it will defeat most competitors' hyper combos on reaction. If it is somehow avoided or guarded, THC into a safe hyper combo.

Hyper Stars & Stripes hits instantly up close after the hyper screen freeze; if a foe is close enough and not already blocking before the freeze, so the first active frame of the hyper combo touches them, it's impossible for them to block if they weren't already guarding before the hyper freeze! This always works point blank against big characters, and works some of the time against smaller ones; even if it's not technically unblockable after the freeze when the first active frame doesn't touch the enemy right away, the invulnerability period will still be enough for Captain America to blow away most point-blank attacks.



2

**Hyper Charging Star:** This is Captain America's go-to combo ender, inflicting high damage for a level 1 hyper combo due to the fact that you can mash for extra damage. It does knock your opponent back quite far, so landing a combo with a THC can be tricky with some characters.

You can also employ this move to blow through any projectiles or beams at medium range, but you must be careful with this, since your adversary will likely cancel their attack into a hyper combo of their own in reaction to your hyper combo. It's best used in this manner to go straight through projectile hyper combos when the opponent does not have any additional meter to THC.



3

**Final Justice:** This is Captain America's level 3 hyper combo. Like other level 3 hyper combos, this is not subject to damage scaling, making it ideal to end long combos. Keep the long startup of this hyper combo in mind when using it in a juggle combo. While this hyper combo does have invincibility frames, it does not start until frame 16, meaning that Final Justice should be limited to combos.



**“WE HAVE NO CHOICE. SO WE FIGHT—  
AND WE WIN.  
THERE ARE NO OTHER OPTIONS.”**



## Battle Plan



*Backflip is an extremely important part of Captain America's offense. Use it with well-timed assists to make it difficult for your opponent to block.*

Captain America's offense is highly reliant on crossover assists used with his Backflip, making him a less than ideal choice to be the anchor of your team. Captain America is best as a point character, allowing access to both assists and the ability to maintain cross-up Backflip pressure. Captain America is self-sufficient when it comes to hyper meter use in combos, and by refraining from spending meter on hypers he becomes a strong battery.

You want to get close enough to threaten with Backflip cross-ups, covered by an assist that will both enable the cross-up, and keep Captain America safe if the challenger guards properly. There are several ways to do this:

One method is to use low-altitude air Shield Slash L. You can perform this version of air Shield Slash much closer to the ground than Shield Slash M or H. The motion for this is  $\downarrow \rightarrow \rightarrow \rightarrow + L$ . Doing this immediately stops Captain America's ascent once the attack begins, and he slowly floats toward the ground. Upon landing, he immediately recovers, significantly reducing the recovery time of this attack. This allows you to easily follow up while the returning shield pulls the opposing character toward Captain America. If the shield connects, you can easily convert the attack into a full combo.

Another method of closing in against your adversary is by using a projectile assist who occupies the screen for a significant amount of time, such as Sentinel- $\alpha$ . The goal here is to wavedash in just behind the projectile assist and then attempt to Backflip past your competitor just as the projectiles are about to hit. You can also use this to follow up blockstrings, calling the assist as you get pushed out of range and then wavedashing behind the projectiles and attempting the Backflip cross-up. Captain America can rely on this strategy a little more heavily than most characters, however, because nearly any attempt to punish Captain America's assists can be potentially countered by Captain America's hyper combos. If your foe attempts to punish with a beam or projectile hyper combo, you can blow through it with Captain America's Hyper Charging Star. If the opposing player attempts a physical attack hyper combo, you can use the invincibility of Hyper Stars & Stripes to blow through this as well.



*Use Charging Star to plow through enemy projectiles. If opponents attempt to punish Charging Star, cancel the recovery into a hyper combo!*

Zoning characters inevitably attempt to keep Captain America away from them. However, Captain America is well-equipped to deal with such characters. When at fullscreen, you can use Cap's Charging Star L to push through projectiles with relative safety due to the short distance traveled. At mid range or closer, you can use Charging Star H to go through any low or medium priority projectiles and hit your adversary. If any Charging Star hits, you can hyper combo cancel into Hyper Charging Star or even X-Factor cancel and score a very damaging combo, particularly if you catch two characters! It's a good idea to practice learning exactly how much range each version of his Charging Star has so you know the distance where you can punish projectiles and beams.

Even if your opponent attempts to punish this, you do have some options. If they attempt to punish your Charging Star L by canceling into a beam or projectile hyper, you can cancel the recovery of your Charging Star L into Hyper Charging Star to blow through their hyper combo. Some characters may have a slow projectile that they can follow in or cancel into a physical long range hyper combo, such as Wesker's Phantom Dance, and will attempt to punish you during the recovery of your Charging Star L. If they attempt this, you can use Hyper Stars & Stripes to cancel the recovery of Charging Star L, employing the invincibility of Hyper Stars & Stripes to win most situations!

Once up close you'll want to stay there and use assists to safely cross up your rival with Backflip. You can end blockstrings by calling an assist and using Shield Slash L or M to protect your assist and keep your opponent in blockstun, allowing you to follow your assist in an attempt to cross up the opposing character again.






When Captain America has to defend the onslaught of another offensive character, he has better options than most. His Stars & Stripes is one of the few special moves that provide invincibility. However, all versions are easily punished if guarded. Stars & Stripes L is vulnerable 1 frame before the first active frame, making it the riskiest option because you may get hit out of the attack. However, it is the easiest version to hyper combo cancel. Stars & Stripes has invincibility frames that last into active frames, but it's more difficult to hyper combo cancel into anything but Hyper Stars & Stripes, which does not actually combo. It can be useful to THC into a safe hyper combo, but you'll have to commit to this course of action without knowing whether the attack will hit, since the hyper combo cancel has to occur before the second hit of Stars & Stripes. An alternative to making the attack safe without using hyper meter or X-Factor is to use a projectile or beam assist that can cover Captain America during his recovery.

Hyper Stars & Stripes is one of the better defensive hyper combos; if your rival is close to Cap upon activation, and they are not *already* guarding or performing an invincible action before the screen freeze occurs, there's a good chance they will be *unable* to block on reaction! If they do manage to guard, THC into a safe hyper combo if possible.






**CAPTAIN AMERICA**



**Midscreen only, 728,300 damage, 1% meter gain**

This is a modified version of Captain America's old midscreen combo using air Shield Slash juggling. The cr.  is important because it puts your opponent in an airborne state, allowing Shield Slash H to juggle the foe upwards. From there, you'll jump forward and hit the    attacks as soon as your target is knocked back toward Captain America with the shield, approximately at the apex of his jump. After air Shield Slash L, the opponent should be bouncing back toward Cap at ground level. You'll want to start st.  slightly early due to its lengthy startup. Once launched, you'll want to hit the air attacks as quickly as possible to avoid your opponent flipping out. Once landing, you may have to dash forward to get Hyper Charging Start to hit after the OTG Shield Slash L. After the OTG Shield Slash L, immediately cancel to Hyper Charging Star.

630,100 damage, 40% meter loss

This is a combo you would use when your opponent is cornered, and you cannot juggle with Shield Slash. You'll want to cancel the first air  with a double jump and continue to hold up to get the   . It's important to release up before you press  however, or you'll end up with a TAC instead. You can use an assist to combo after the OTG Shield Slash L and allow Captain America to relaunch into another double jump aerial combo and finish with Shield Slash L OTG into Hyper Charging Star on the second hard knockdown.

**436,200 damage, 82% meter loss**

**Midscreen only, X-Factor level 1, 944,800 damage, 33% meter gain**

**X-Factor level 1, 823,800 damage, 3% meter loss**

Hlistun decay is worse on all other throws, making them the inferior option most of the time. Avoid using back throws unless they are needed for specific positioning. This sequence also doubles as a corner throw combo when Shield Slash juggles are not possible.

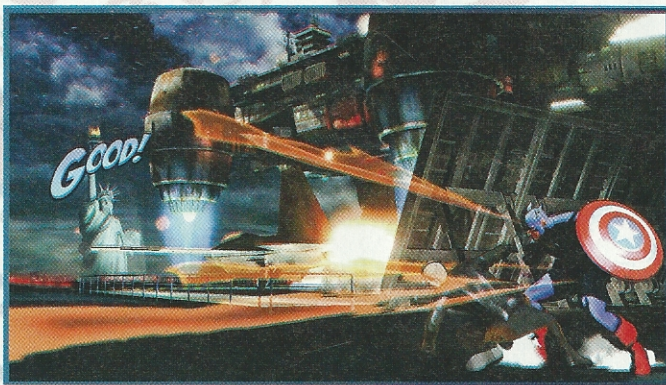
**X-Factor level 1, 1,104,800 damage, 27% meter gain**

Unlike the M and H versions, Charging Star L doesn't knock adversaries very far away. This allows you to X-Factor cancel on a hit confirm and continue into a combo that is able to KO, but full health, high-vitality characters. This combo is somewhat of a hybrid between **Combo I** and **Combo II**, with only two reps of Shield Slash juggles and a double jump launcher combo. There is no rush to land the st. **H** after the X-Factor cancel; in fact, you should take a short moment to walk or dash forward so your combo is easier to perform.



## ADVANCED TACTICS

### SHIELD SLASH L OTG CORNER RESETS



You can use Shield Slash L to create deadly mix-ups in the corner when used as an OTG!

Captain America's shield to hit them! If your rival rolls backwards, they avoid the shield hit but still get crossed up. The best option if you are unsure what the opposing player might do is to simply delay your Backflip slightly and call a beam or projectile assist. This way, your Backflip comes out regardless, and your assist comes out behind your opponent, making it very difficult for your competitor to do anything!

If your opponent air recovers, you can still attempt the Backflip cross-up, but it is much riskier. Adversaries who air recover forward completely bypass the cross-up, and rivals who air recover backward do not get hit by the shield and may not even be crossed up. Even if you do cross up, opponents can air recover before Captain America is finished with Backflip, and they can punish you if they have a cross-up air attack. So instead, you have two viable options. One is to jump and attempt to air throw your challenger while calling projectile or beam assist. This allows you to continue pressure even if the throw is escaped. The other option is to use the delayed Backflip with a projectile or beam assist.

With these mix-ups, you can make Captain America's corner game much deadlier, making it difficult for the opposing player to be able to take the initiative!

Since Shield Slash L can now OTG it creates a strong potential for resets. After a hard knockdown, Shield Slash OTG does not combo into the second hit without the use of an assist or a hyper combo cancel. However, the shield still remains active on the return trip. Depending on the hitstun decay, your adversary either falls to the ground, or if the hitstun decay is high, air recovers just above the ground.

When you have a competitor cornered after a hard knockdown, OTG with Shield Slash L. An option that can work regardless of hitstun decay is to Backflip after Shield Slash L. You then pass through the target, putting Cap in the corner. However, the shield still hits your foe upon its return to Captain America, forcing the attacker to block from the other side. With this tactic, you'll have to watch for a couple things, however.

If Shield Slash L knocks your opponent to the ground, they can roll forward on their recovery to avoid the cross-up. If you suspect that they might do this, you can counter by delaying your Backflip slightly until they roll underneath you. Your Backflip follows them and ends up on the other side, causing

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

When juggling with Charging Star and canceling into Hyper Charging Star, wait a moment so your adversary is closer to the ground and you get full damage

Use st. **M** over cr. **M**. Cr. **M** is not a low attack, and st. **M** causes substantially more damage

↓ ↘ → + **H**, JUMP FORWARD, AIR ↑ + **H** CANCEL ↓ ↘ → + **M**, LAND, JUMP FORWARD, AIR ↑ + **H** CANCEL ↓ ↘ → + **L**, LAND,  
ST. **H**, **S** CANCEL SUPER JUMP FORWARD, AIR **M**, **M**, **H** CANCEL DOUBLE JUMP FORWARD, ↑ + **H**, **S**, LAND, DASH FORWARD,  
↓ ↘ → + **L** CANCEL ↓ ↘ → + **ATK** **ATK** (MASH **ATK**)

Notes	Damage
Against airborne opponents only	728,600 damage, 8% meter loss

II. CR. **L**, ST. **M**, **H**, **S** CANCEL SUPER JUMP FORWARD, AIR **M**, **M**, **H** CANCEL DOUBLE JUMP FORWARD, ↑ + **H**, **S**, LAND, CALL IRON  
MAN—α, ↓ ↘ → + **L**, **H**, **S** CANCEL SUPER JUMP FORWARD, AIR **M**, **M**, **H** CANCEL DOUBLE JUMP FORWARD, ↑ + **H**, **S**, LAND,  
↓ ↘ → + **L** CANCEL ↓ ↘ → + **ATK** **ATK** (MASH **ATK**)

Notes	Damage
Corner combo with assist	742,200 damage, 24% meter gain

CR. **L**, ST. **M**, CR. **H** CANCEL ↓ ↘ → + **H**, JUMP FORWARD, AIR ↑ + **H** CANCEL ↓ ↘ → + **M**, LAND, JUMP FORWARD, AIR ↑ + **H** CANCEL  
↓ ↘ → + **L**, ST. **H**, **S** CANCEL SUPER JUMP FORWARD, AIR **M**, **H**, ↑ + **H**, **S**, LAND, CALL IRON MAN—α, DASH FORWARD,  
↓ ↘ → + **L** CANCEL ↓ ↘ → + **ATK** **ATK**

Notes	Damage
Combo with assist and level 3 hyper combo. Can use Charging Star H before Final Justice in corner	Midscreen only, 990,100 damage, 186% meter loss

FORWARD THROW, CALL IRON MAN—α, ↓ ↘ → + **L**, ST. **H** CANCEL ↓ ↘ → + **H**, JUMP FORWARD, AIR ↑ + **H** CANCEL ↓ ↘ → + **L**, LAND,  
ST. **H**, **S** CANCEL SUPER JUMP FORWARD, AIR **M**, **H**, ↑ + **H**, **S**, LAND, DASH FORWARD, ↓ ↘ → + **L** CANCEL ↓ ↘ → + **ATK** **ATK** (MASH **ATK**)

Notes	Damage
Forward ground throw OTG combo with assist	Midscreen only, 612,100 damage, 8% meter gain

GROUND THROW OR AIR THROW, (LAND IF AIR THROW, DASH FORWARD IF BACK GROUND THROW), CALL IRON MAN—α, ↓ ↘ → + **L**,  
ST. **H**, **S** CANCEL SUPER JUMP FORWARD, AIR **M**, **M**, **H** CANCEL DOUBLE JUMP FORWARD, ↑ + **H**, **S**, LAND, DASH FORWARD,  
↓ ↘ → + **L** CANCEL ↓ ↘ → + **ATK** **ATK** (MASH **ATK**)

Notes	Damage
Throw OTG combo with assist, corner friendly	562,200 damage, 18% meter loss



CAPTAIN AMERICA



# DEADPOOL

"DO I KILL YOU WITH THE SLEEK BUT IMPERSONAL FIREARM, OR GO WITH THE COOL FACTOR OF A NICE KATANA?"

## Bio

### REAL NAME

Wade Wilson

### OCCUPATION

Mercenary

### ABILITIES

A healing factor coupled with enhanced physical conditioning. He is also a specialist in close-quarters combat, and his assassination skills are unparalleled.

### WEAPONS

Uses various weapons, including handguns, machine guns, grenades, swords, nunchaku, etc. He also has a teleporting device on his belt, but it tends to malfunction easily.

### PROFILE

To cure his terminal lung cancer, Wade attempted to obtain mutant powers artificially. However, the side effects of the procedure disfigured him and also caused psychological damage. Although he loves having cheerful conversations, because of his madness, no one really knows what he's saying.

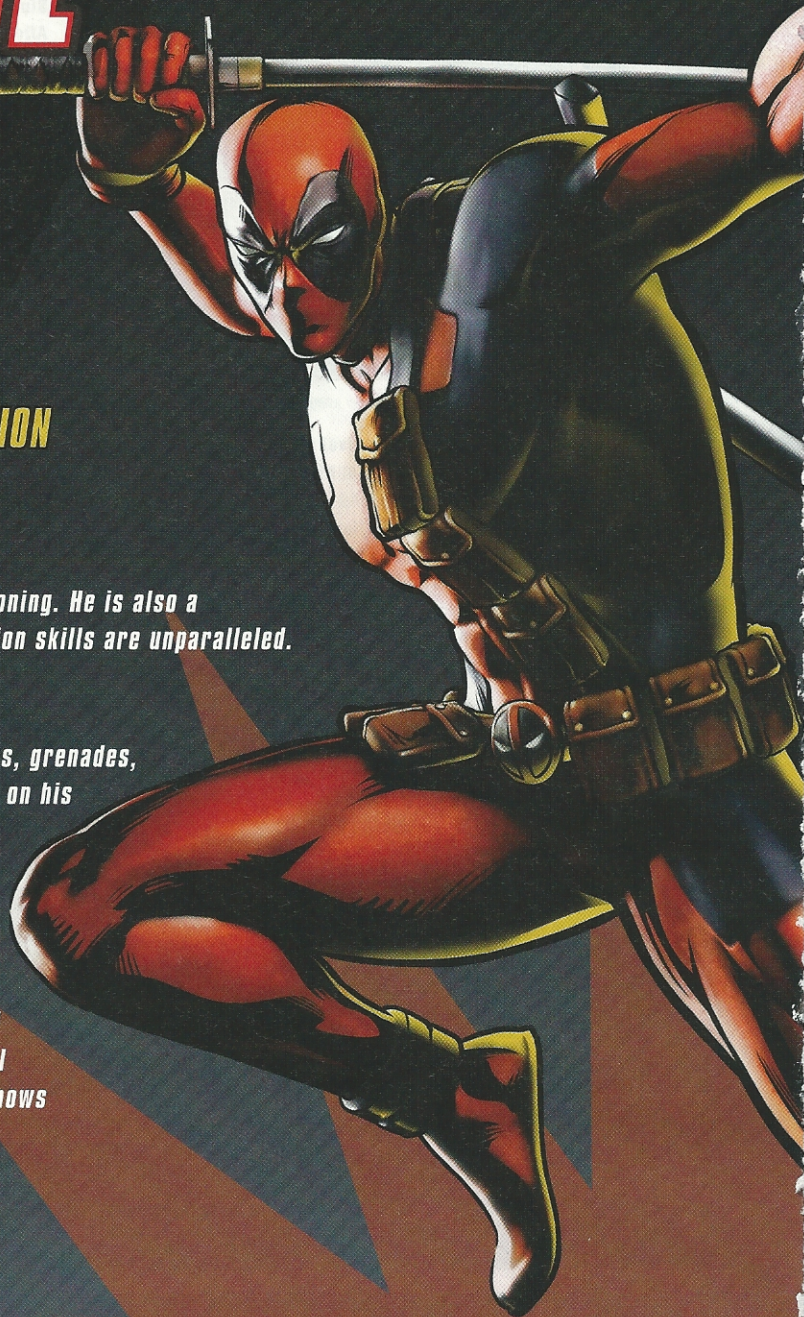
### FIRST APPEARANCE

The New Mutants #98 (1990)

## POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE-COSTUMES



1



2



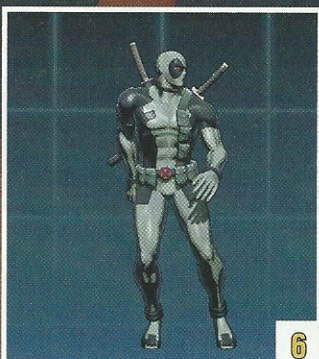
3



4



5



6



DLC

## Overview

Vitality	900,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	145%	125%
Level 3 (1 teammate remaining)	165%	135%

Your goal when using Deadpool is to keep his distance from the opponent by using his various zoning tools. You want to force your adversary to make mistakes to approach Deadpool, which puts your opposition in a disadvantageous position.

Keeping opponents at a distance is ideal when playing as Deadpool because:

**He has a large array of zoning tools that allow him to stay mobile while still controlling space**

**Deadpool's Ninja Gift attacks move him backward quickly while still allowing him to control space on the screen**

**Trigger Happy can easily be linked into Happy-Happy Trigger via hit confirmation**

**Deadpool's close range offense isn't as strong as dedicated offensive characters**

How do you keep your rivals at a distance when using Deadpool?

**Jumping backward and using Air Trigger Happy M at the peak of the jump, followed by another Trigger Happy once Deadpool hits the ground to maximize damage**

**Jumping over your foe's projectiles and punishing with Trigger Happy or Happy-Happy Trigger**

**Using Ninja Gift when competitors start getting too close**

### TUNING SINCE ORIGINAL MVC3

Deadpool's overhead attack can no longer be canceled except by X-Factor, forcing him to use an OTG to combo afterwards and limiting his solo combo potential off this command move. He gained extra damage on most of his combos because Happy-Happy Trigger can be mashed for extra damage. He can now cancel all basic attacks and special moves with Teleport, allowing him stronger zoning and mix-up options. His Teleport Malfunction now causes more damage, making it even riskier to use. Finally, the Ninja Gift H relaunch loop no longer works, and opponents recover immediately upon landing if hit with Ninja Gift H after approximately 8-10 hits. Being able to follow up Quick Work with Chimichangas!! allows for some interesting combo opportunities.

Mad Wheel (→ + M) no longer chains into S and is no longer special or hyper combo-cancelable

Happy-Happy Trigger can be mashed for extra damage

Basic attacks and special moves can be canceled into Teleport

Teleport Malfunction now causes 30,000 damage to Deadpool, up from 5,800

Incapacitation caused by Ninja Gift H decreases with combo length.

Chimichangas!! can be used during Quick Work.

Ground basic attacks can be canceled with Taunt.

Opponents stay grounded after throws slightly longer.



# Attack Set

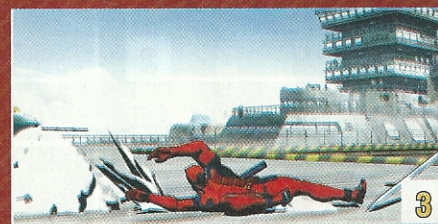
## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	43,000	344	4	3	11	-1	-2	—
2	Standing <b>M</b>	2	63,000	560	8	6	17	-3	-4	—
3	Standing <b>H</b>	1	80,000	640	11	4	19	+3	-1	—



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	37,000	296	5	2	14	-3	-4	Low attack
2	Crouching <b>M</b>	1	60,000	480	7	3	19	-5	-5	Low attack
3	Crouching <b>H</b>	1	70,000	560	12	13	19	—	-10	Low attack, knocks down



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	80,000	640	5	6	34	—	-18	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	44,000	352	5	3	15	+6	+5	Overhead attack
2	Air <b>M</b>	1	60,000	480	8	3	22	+12	+11	Overhead attack
3	Air <b>H</b>	1	75,000	600	12	8	11	+14	+13	Overhead attack





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

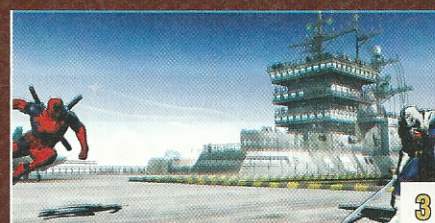
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	80,000	640	13	3	20	+18	+16	Overhead attack, causes hard knockdown if used in launcher combo
2	Air <b>↑</b> + <b>S</b> (during launcher combo)	1	60,000	480	12	3	16	—	—	Tags in next available ally while jolting opponent upward
3	Air <b>→</b> or <b>←</b> + <b>S</b> (during launcher combo)	1	50,000	400	8	3	22	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air <b>↓</b> + <b>S</b> (during launcher combo)	1	50,000	400	13	4	19	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

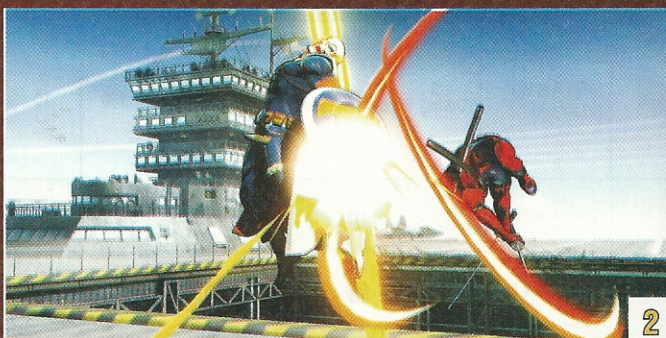
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Mad Wheel	<b>→</b> + <b>M</b>	2	63,000	560	25	7	14	—	+3	Overhead, hard knockdown, not special- or hyper-combo cancelable
2	Taunt	Select button	1	10,000	80	10	5	92	-74	-75	May be canceled into from any basic attack, cancelable into special moves, hyper combos, and <b>S</b>
3	Wall Jump	Jump backwards against wall, then press <b>↵</b>	—	—	—	8	—	—	—	—	Performs a wall jump, may initiate aerial attacks or movements after 8th frame



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↵</b> + <b>H</b> (ground)	2	80,000	800	1	1	Hard knockdown
	<b>↵</b> + <b>H</b> (ground)	2	80,000	800	1	1	Hard knockdown
2	<b>↵</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
	<b>↵</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



DEADPOOL



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Deadpool— $\alpha$	Happy-Happy Trigger	Quick Work L	1	90,000	720	37	4	126	96	Low attack, ignores hitstun decay, knocks down
2	Deadpool— $\beta$	Happy-Happy Trigger	Katana-Rama! H	1	70,000	560	37	3	122	92	OTG-capable, ground bounce
3	Deadpool— $\gamma$	Happy-Happy Trigger	Trigger Happy H	10	97,300	1200	39	21	112	82	Each projectile has 1 low priority durability point



Deadpool— $\alpha$  is one of the few assists in the game that must be guarded low. This alone makes it very valuable, allowing you to set up simultaneous attacks with the assist that require low/high blocking at nearly the same time. The attack also ignores hitstun decay and knocks down, making it a very useful combo tool, especially during long combos to allow you those few extra hits. This is probably his best assist overall if you don't require an OTG-capable assist.

Deadpool— $\beta$  is OTG-capable, making it useful primarily for partners who have poor or no OTG capability by themselves. This causes your opponent to ground bounce, allowing for an easy follow-up. However, this ground bounce can be detrimental to a few characters who rely on ground bounces in their combos, so keep that in mind when choosing this assist.

Deadpool— $\gamma$  is a bit awkward because Deadpool uses Trigger Happy H, causing him to fire his guns forward at an upward angle. You can utilize it to assist a zoning character by covering jumping angles or to prevent an adversary from super jumping away from your projectiles.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	$\downarrow \searrow \rightarrow +$ P1 or P2	1	50,000	500 - (-1 hyper meter bar)	2	4	19	—	-1

**Notes**  
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2, 3	Trigger Happy	$\downarrow \searrow \rightarrow +$ ATK	10	97,300	1200	15	21	30	-8	-14	Each projectile has 0.8 low priority durability points
4	Air Trigger Happy L	(in air) $\downarrow \searrow \rightarrow +$ L	10	97,300	1200	15	21	20 (or until grounded, then 8 frames recovery)	+12	+6	OTG-capable, each projectile has 1 low priority durability point
5	Air Trigger Happy M	(in air) $\downarrow \searrow \rightarrow +$ M	10	97,300	1200	15	21	20 (or until grounded, then 8 frames recovery)	+12	+6	Each projectile has 0.8 low priority durability points
6	Air Trigger Happy H	(in air) $\downarrow \searrow \rightarrow +$ H	10	97,300	1200	15	21	20 (or until grounded, then 8 frames recovery)	+12	+6	Each projectile has 0.8 low priority durability points
7	Ninja Gift L (in air OK)	(During Trigger Happy) L	3	108,300	860	10	—	35	-13	-14	Can cancel Trigger Happy from frames 3-15, each projectile has 2 low priority durability points
8	Ninja Gift M (in air OK)	(During Trigger Happy) M	1	80,000	640	10	—	35	+25	+3	Can cancel Trigger Happy from frames 3-15, grenade detonates on contact or after 100 frames, projectile has 1 medium priority durability point
9	Ninja Gift H (in air OK)	(During Trigger Happy) H	1	10,000	100	10	—	35	—	-23	Can cancel Trigger Happy from frames 3-15, projectile has 1 low priority durability point, captures grounded opponent for 72 frames, causes special hard knockdown state against airborne foes during which any attack is OTG-capable
10	Quick Work L	$\downarrow \searrow \rightarrow +$ L	1	90,000	720	13	4	34	—	-16	Low attack, knocks down, ignores hitstun decay, can cancel to Chimichangas!! from frames 24-25
	Quick Work M	$\downarrow \searrow \rightarrow +$ M	1	110,000	880	18	4	34	—	-16	Low attack, knocks down, ignores hitstun decay, can cancel to Chimichangas!! from frames 45-46
	Quick Work H	$\downarrow \searrow \rightarrow +$ H	1	130,000	1040	23	4	34	—	-16	Low attack, knocks down, ignores hitstun decay, can cancel to Chimichangas!! from frames 55-56



## Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
11	Katana-Rama! L	↵↵↵ + L	1	70,000	560	13	3	30	—	-11	Knocks down
	Katana-Rama! M	↵↵↵ + M	1	70,000	560	13	3	30	—	-11	Knocks down
	Katana-Rama! H	↵↵↵ + H	1	70,000	560	13	3	30	—	-11	OTG-capable, ground bounce
12	Chimichangas!!	(During Katana-Rama! or Quick Work) H	1	63,000	560	13	3	30	—	-11	Can cancel Katana-Rama! on hit/block during frames 15-20, can cancel Quick Work on hit/block, wall bounce
13	Teleport	↵↵↵ + ATK	—	—	—	25	—	—	—	—	Deadpool's teleporter will malfunction every third Teleport (see below)
14	Teleport Malfunction	—	1	100,000 (30,000 to Deadpool)	800	18	2	98	—	-79	Hard knockdown on both characters, OTG-capable



**Trigger Happy.** This is Deadpool's primary zoning tool. Trigger Happy L fires horizontally and low to the ground while grounded. This is primarily used against small to medium-sized characters when the opponent is unlikely to attempt to jump over your ranged attacks or when they are locked in blockstun, since most characters can duck under Trigger Happy M. When used in the air, Trigger Happy L fires at a downward angle with OTG-capable shots. Despite its use in combos, this is primarily used to safely counter an adversary's grounded anti-air attempts. From close distances, this leads into **Combo I** after Deadpool lands.

Trigger Happy M fires horizontally while Deadpool is grounded, but at a greater height than Trigger Happy L. This is always a superior option when fighting against opponents who cannot duck under Trigger Happy M. This is also useful when it's possible that your rival may attempt to normal jump over your Trigger Happy at long range. When used in the air, Trigger Happy M also fires horizontally but causes Deadpool to float, maintaining some of his airborne momentum when used. This is best used at the peak of his normal jump, causing him to float slightly slower to the ground than normal and put most, if not all, of his bullets onto the screen while descending, creating a wall of projectiles that is difficult for foes to bypass.

Trigger Happy H fires at an upward angle both while grounded and jumping. It can be useful to employ against competitors attempting to super jump toward Deadpool, or to take down challengers who are attempting to play a zoning game from the air.



**Ninja Gift.** Ninja Gift L is useful as a means of creating distance from opponents who are advancing from mid range. It is relatively safe, forcing the target to block while allowing Deadpool to create distance by jumping backward.

Ninja Gift M tosses a grenade that stays active for 100 frames or until it makes contact with an opponent or opponent's

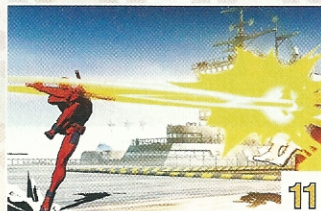
projectile. This makes it extremely useful for controlling the ground space, denying most adversaries the ability to dash toward Deadpool on the ground and allowing you to focus on denying your rival an avenue of approach through the air.

Ninja Gift H has a 72-frame capture against grounded foes, but it is nearly impossible to combo into anything other than an air Happy-Happy Trigger afterwards. This can be useful for tacking on extra damage with a THC. The real strength of this special move, however, is against airborne competitors. When the bolos hit an airborne foe, the foe falls to the ground in a special hard knockdown state. During this time, any attack is OTG-capable. However, this attack can be somewhat difficult to land because the projectile is rather small.



**Quick Work.** You should use this move primarily as a combo tool because it always knocks the opponent down regardless of hitstun decay. This attack also hits low and can be used to go under some projectiles, as well. Depending on the opposing character, Deadpool can use Quick Work M or H repeatedly during X-Factor 2 and 3 as an infinite. This attack can also be canceled into Chimichangas!! by pressing H during

a precise 2 frame window. This window is different depending on which version of Quick Work you're canceling. Chimichangas!! is triggered by pressing H during frames 25-25 of Quick Work L, frames 45-46 of Quick Work M, and frames 55-56 of Quick Work H.



**Katana-Rama!** The primary use of this move is Katana-Rama! H due to the ability of the attack to OTG and extend combos. This attack can be canceled into Chimichangas!!, which wall bounces your rival and is ideal for setting up a relaunch or hyper combo ender.

**Teleport.** This teleport transports Deadpool to a certain position on screen based on the button pressed. Pressing ↵↵↵ + L causes Deadpool to teleport to the left side of the screen, pressing ↵↵↵ + M causes Deadpool to teleport to the middle of the screen, and pressing ↵↵↵ + H causes Deadpool to teleport to the right side of the screen. You can use this either to keep distance from adversaries you want to zone or to cross up a competitor by teleporting behind the foe right before a projectile or beam assist connects.

Deadpool's Teleport is unique in that every third teleport malfunctions and causes an explosion, damaging and causing hard knockdown to Deadpool and any nearby opponents who are hit. However, if it misses the target or is blocked, it leaves Deadpool in a very vulnerable position where he can be easily be hit by any OTG his rival can muster. This can make Deadpool's Teleport unreliable, which is problematic because it's a core part of both his offense and zoning game.



# DEADPOOL



## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Happy-Happy Trigger (in air OK)	↓ ↘ ↗ + ATK/ATK	40-80	238,400-286,200	13+1	114	41	-11	-20	Each projectile has 1 high priority durability point, can be mashed for additional damage
1	Air Happy-Happy Trigger	(in air) ↓ ↘ ↗ + ATK/ATK	40-80	238,400-286,200	13+1	97	24 (or until grounded)	-2	-5	Each projectile has 1 high priority durability point, OTG-capable, can be mashed for additional damage
2	Cuttin' Time	↓ ↘ ↗ + ATK/ATK	5	322,800	15+0	10	35	-6	-21	Frames 11-19 invincible
3	4th-Wall Crisis (Level 3 Hyper Combo)	↔ ↓ ↘ + ATK/ATK	3	400,000	5+1	80	24	—	—	5 frames invincibility, counters all attacks except beams/projectiles, hard knockdown



**Happy-Happy Trigger:** This is Deadpool's primary hyper combo. It is the ideal hyper to use at the end of combos, with fast startup and improved damage by mashing. You can also use it to cancel a hit-confirmed Trigger Happy L or M for extra damage. The air version of Happy-Happy Trigger is OTG-capable, so it can be useful to end combos if ground bounce is unavailable for Katana-Rama!

This hyper combo is also very useful for punishing poorly called assists. Even though this attack is a projectile, it hits all enemy characters in its path, allowing you to hit both an assist and the point character at the same time.



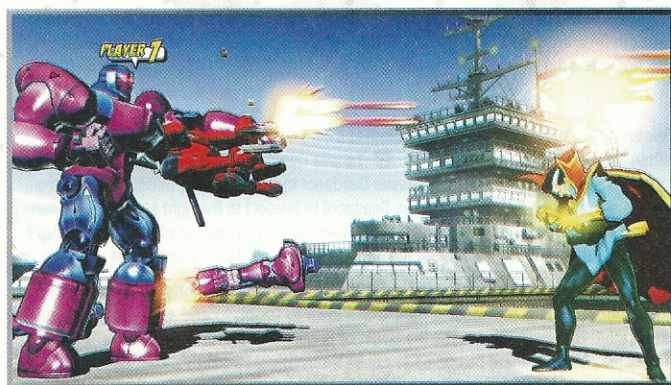
**Cuttin' Time:** Somewhat less useful now with the removal of the THC glitch, this attack will primarily be used if there is a need for a hyper combo early or to go through projectiles and beams at midscreen. You can also use it defensively to a limited extent, but the invincibility frames of that attack do not start until frame 11. It has no startup frames after the hyper freeze, so characters at close range may not always be able to block the attack if they were not already doing so before the hyper freeze.



**4th-Wall Crisis:** A counterattack hyper combo where Deadpool walks forward for 80 frames. If any attacks originating from the point character (aside from beams or projectiles) strike him, it activates the counterattack. Unfortunately, it has 1 frame of startup after the hyper freeze, so a quick opponent can easily cancel any attacks they were performing into a beam or projectile hyper combo during the hyper freeze animation.

**“YOU WERE RECORDING THAT, WEREN'T YOU, PLAYER? NO? WHAT DO YOU MEAN YOU WEREN'T RECORDING THAT!”**

## Battle Plan



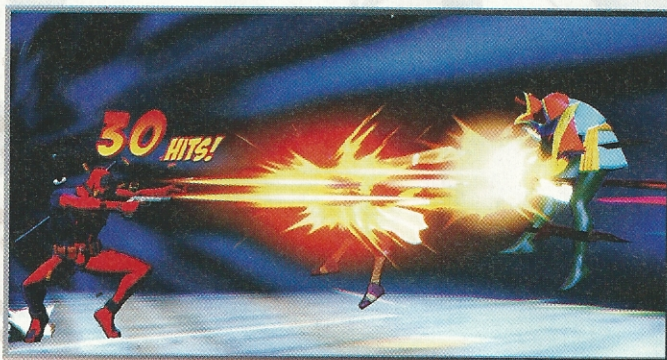
Using assists to augment Deadpool's zoning ability can be very helpful in locking down your rival.

Since Deadpool's preferred game plan is to stay at a distance and zone his adversary, his best role on the team is a meter builder as the first character on the team. This gives him access to his assists, which can greatly enhance his zoning game, either through increased zoning ability from projectile or beam assists or through protection from rushdown in the form of defensive assists. While Deadpool is decent as a meter user, he lacks the heavy damage and offensive ability needed to generate devastating combos, and his level 3 combo is unreliable. His X-Factor stats are average, and combined with his relatively weak offense, this makes him a weak anchor, though he does have an easy infinite in X-Factor levels 2 and 3 if you can manage to connect an attack.

As stated previously, your preferred game plan with Deadpool should be to keep your opponent at a distance and whittle them down with ranged attacks, or force them to take risks that put you in an advantageous situation. How you accomplish this with Deadpool varies depending on what type of competitor he is facing.



# Battle Plan continued



Use Happy-Happy Triggers to punish opponents who recklessly call their assists.

Against offensive characters, Deadpool's primary means of zoning from mid to long range will be to normal jump, usually backward, and use Trigger Happy M at the peak of his jump. Ideally, you'll want the last shot to be low enough so your adversary cannot crouch under it. This allows Deadpool to control a wall of space from max jump height all the way to the ground, limiting the opposing character's options to super jump or use some other method to bypass the projectiles, such as invincibility or a stronger projectile or beam of their own. Always keep an eye on your rival's assist usage, as you can tag any careless assist usage with Happy-Happy Trigger to put massive damage on the assist.

Once Deadpool lands from air Trigger Happy M, you have options based on what the opposing player does or what you predict they might do. You can follow up with a Trigger Happy L or M for potentially added chip damage. However, opponents can escape this. Against large and some medium-sized characters, Trigger Happy M hits the target even if they are crouching. In these cases, this is your best option. However, against most medium-sized and smaller characters, Trigger Happy M simply goes over crouching competitors. Some can even simply walk under it, such as Amaterasu. In these cases, you need to decide whether your opponent will attempt to jump or not. If they aren't, Trigger Happy L is the better option, and Trigger Happy M or another jumping Trigger Happy M will be a less viable option. You can make this a completely inescapable blockstring if augmented by the use of a projectile or beam assist. You'll want to time the assist so that it hits between your air Trigger Happy M and your grounded Trigger Happy L or M. If your grounded Trigger Happy L or M connects in any of these situations, you can cancel into Happy-Happy Trigger for even more damage.

Ninja Gift L and M can be beneficial for deterring opponents from approaching Deadpool on the ground, as well. Ninja Gift M is especially useful at this because the grenades stays active for 100 frames, effectively preventing adversaries from dashing forward toward Deadpool, leaving you to protect other avenues of approach. If this grenade hits your attacker, you can usually follow up with a Trigger Happy L or M or even a Happy-Happy Trigger. You should use Ninja Gift L if your competitor is getting too close to Deadpool but is not yet attacking. Ninja Gift H can lead to big damage (see **Combo V**) if it hits an airborne rival, but it should not be relied upon heavily—use it sparingly.

If your opponent can correctly predict one of your zoning options and it seems as though they can punish before you have time to recover, you can now cancel any of Deadpool's special moves with Teleport. Use this to teleport him farther away or to the other side of the screen, and resume zoning. Just make sure to keep count of how many Teleports you have used, or you may find him on the ground setting up a free combo for your opposition.

If you have been doing a good job keeping your opponent away, they may attempt to super jump toward Deadpool in hopes of bypassing your zoning game. Luckily, Deadpool is well-equipped to handle this. If he is close to being cornered, the best option is to simply have him dash under the opposing character when they super jump. This puts him in the corner instead, giving you a ton of room to back up as needed and continue zoning your adversary. If dashing under your rival would be disadvantageous, you can use Trigger Happy H if the opponent is attempting to super jump toward Deadpool from fullscreen. If the opposing character is too close for Trigger Happy H, jumping back and using Ninja Gift L can help you gain some space, though this is risky because if your target dodges this attack, they can advance toward Deadpool and punish Deadpool's recovery.

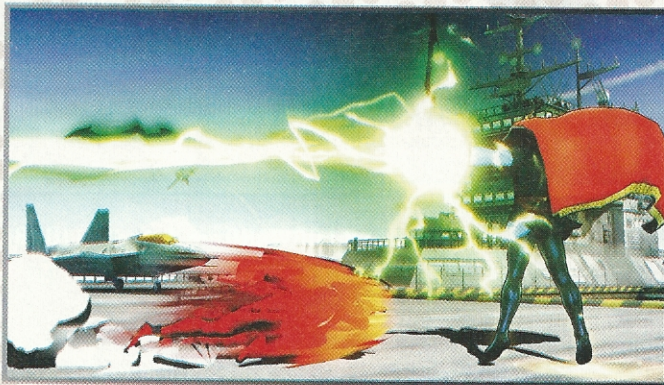
When fighting other zoning characters, Deadpool needs to stay grounded more often in hopes of winning the distance fight. Trigger Happy L & M are typically the zoning tools of choice in this situation. While Deadpool has strong projectile strength, 8 durability points if he can get all 10 shots out, it takes a long time for him to fire all his shots. Characters with fast projectiles and beams with high durability are then able to overpower Deadpool in a zoning fight. Using projectile or beam assists may work in some situations, but against characters with quick beam attacks, this may end up just causing your assist to take unnecessary damage. In these cases, Deadpool needs to take the offensive.

When zoning is no longer a viable option because you are either facing a superior zoning character or time is running low and Deadpool has to make up a large health deficit, you must go on the offensive. While this is not the ideal situation for Deadpool, he does have a few ways to break his opponent's guard.

While long or mid range, Deadpool can call long range assists and use his Teleport to appear behind an opponent right as the assist's projectile or beam is about to hit. If it connects, you can follow up with a full combo. Since Deadpool's Teleports are not relative to his rival's position, you'll need to learn the positions and distances he Teleports well in order for this to work. Once you have mastered his Teleport, you can perform these Teleports from distances that make it very difficult for your competitor to know which side Deadpool is going to appear on.



Using Teleport to cross up your adversary just as a projectile or beam assist hits the foe is one of Deadpool's few effective mix-ups.



Use Quick Work or Cuttin' Time to bypass enemy projectiles.

You can use Quick Work to slide underneath some projectiles and beam attacks, either linking with crouching **(M)** (**Combo VI**) if done from far away or canceling to Chimichangas!! (**Combo Appendix II**) if done close to convert into a full combo. This generally only works on ranged attacks that are above Deadpool's waist. Otherwise, you can have Deadpool perform his Cuttin' Time hyper combo before the projectile or beam reaches him and then use his invincibility to pass through the projectile.



Using assists with Mad Wheel can free up Deadpool's OTG Katana-Rama for use later in a combo!

mixed with his chained crouching **(L)** attacks can make it difficult for your competitor to know whether to block high or low.

Another option while close is to use staggered crouching **(L)** attacks. These attacks can chain, but the timing can be changed up. Opponents frequently attempt to use advancing guard to push Deadpool away during blockstrings. Because light attacks cause very little blockstun, staggering the crouching **(L)** attacks can cause your adversary to attempt to advancing guard when they are not in blockstun, causing them to attempt an attack. Your staggered crouching **(L)** hits first and makes contact with the target, leading to a free combo (see **Combo I**).

Deadpool lacks any strong defensive tools and relies on zoning to stay out of harm's way. If a rival does manage to get close to Deadpool, Deadpool's main defense is going to be advancing guard. Aside from that, only his level 3 hyper combo, 4th-Wall Crisis, has complete startup invincibility, but it relies on the foe hitting Deadpool in order for it to work. This is mainly only useful if your challenger has no meter or lacks non-physical hyper combos. Most characters can completely negate the usefulness of this counter hyper combo by using the super freeze time to cancel any physical attacks in progress. Any projectiles, beams, or throws can beat this hyper combo handsly.

DEADPOOL



## COMBO USAGE

**I. CR. (L), (M), ST. (H)  ↓ ↘ ← + (H) (DURING QUICK WORK) (H), FORWARD DASH, CR. (H), (S),   
FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, FORWARD DASH, → ↓ ↘ + (H) (DURING KATANA-RAMA!) (H)   
↓ ↘ → + (ATK) (MASH) (ATK)**

**672,400 damage, 25% meter loss**

Here's a basic combo for Deadpool from his cr. (L) attack. You'll need to cancel his st. (H) to Quick Work H very quickly, or the opponent air recovers. The hardest part of the combo is successfully canceling Quick Work H into the Chimichangas!! There is only a two-frame window for this input, so you'll want to press (H) just after your adversary begins to descend. When canceling the final Chimichangas!! into Happy-Happy Trigger, you'll want to do it quickly since the wall bounce has already been used earlier in this combo.

You may tack on an additional crouching (L) to the beginning of this combo for added flexibility but less overall damage. If crouching (L) x 2 is blocked, stage a secondary attack by throwing your foe, canceling into → + (M), or attacking with **Combo I** again.

**II. ↓ ↘ → + (L) OR (M)  ← ↓ ↘ + (H), CR. (L), (M), ST. (H)  ↓ ↘ ← + (H) (DURING KATANA-RAMA!) (H),  
FORWARD DASH, CR. (H), (S),  FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, FORWARD DASH, → ↓ ↘ + (H)  
(DURING KATANA-RAMA!) (H)  ↓ ↘ → + (ATK) (MASH) (ATK)**

**439,600 damage, 3% meter loss**

This converts Trigger Happy L or M into **Combo I** from great distances. Though its power is relatively low because of the damage reduction induced by the opening gun shots, this is still occasionally worth going for to maximize damage when a K.O. is needed. Note that the link into crouching (L) after Teleport is very difficult; cancel into Teleport just as Deadpool's guns flare for the fifth time to ensure that you're following the very last shot fired as closely as possible.

**III. FORWARD THROW, DASH FORWARD, → ↓ ↘ + (H) (DURING KATANA-RAMA!) (H), FORWARD DASH, ST. (H)   
↓ ↘ ← + (M), (S)  FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, ↓ ↘ → ↗ + (ATK) (MASH) (ATK)**

**463,400 damage, 42% meter loss**

Following the forward throw, you'll want to dash forward and then immediately cancel the dash into Katana-Rama! H. Deadpool only moves forward a short distance, but that's all he needs to get in range for the OTG. Following the wall bounce, dash forward and hit with st. (H) as late as possible so that your adversary doesn't air recover before Quick Work hits. Quick Work M should place the target close enough that you don't need to dash to follow up with (S). If performing this combo in the corner, dash back after the Chimichangas!! so that you can combo properly after Quick Work. When attempting to OTG with Happy-Happy Trigger, make sure you get enough height so that both sets of bullets are hitting and you get full damage. You can also use Happy-Happy Trigger before Deadpool lands to OTG, if doing the ↓ ↘ → ↗ motion is troublesome.

**IV. FORWARD AIR THROW, LAND, → ↓ ↘ + (H) (DURING KATANA-RAMA!) (H), WALK FORWARD SLIGHTLY, ST. (H)   
↓ ↘ ← + (M), (S)  FORWARD SUPER JUMP, AIR (H), (S), LAND, ↓ ↘ → ↗ + (ATK) (MASH) (ATK)**

**489,300 damage, 47% meter loss**

This is similar to the previous combo, but the hit decay is worse after his air throw, allowing only an air (H), (S) combo after the launcher.

**V. → + (M), → ↓ ↘ + (H) (DURING KATANA-RAMA!) (H), FORWARD DASH, CR. (M), ST. (H)  ↓ ↘ ← + (M),  
FORWARD DASH, (S)  FORWARD SUPER JUMP, AIR (H), (S), LAND, ↓ ↘ → ↗ + (ATK) (MASH) (ATK)**

**595,600 damage, 45% meter loss**

After landing a hard knockdown from his overhead, Deadpool can OTG to lead into a full combo. Having to use his OTG early in the combo limits his overall damage, using both his ground bounce and wall bounce very early in the combo.

**VI. (AGAINST AIRBORNE OPPONENT) ↓ ↘ → + (H) (DURING TRIGGER HAPPY) (H), FORWARD DASH, CR. (M), ST. (H)   
↓ ↘ ← + (H) (DURING QUICK WORK) (H), FORWARD DASH, CR. (H), (S)  FORWARD SUPER JUMP, AIR (H), (S), LAND,  
→ ↓ ↘ + (H) (DURING KATANA-RAMA!) (H)  ↓ ↘ → + (ATK) (MASH) (ATK)**

**652,700 damage, 34% meter loss**

If Deadpool can manage to land Ninja Gift H against an airborne opponent, you can convert this into a full combo. Dash forward immediately upon landing and press cr. (M) just before Deadpool gets in range. Deadpool then slides forward slightly, allowing his cr. (M) to connect. The rest is identical to **Combo I**.

**VII. ↓ ↘ ← + (H), FORWARD DASH, CR. (M), ST. (H)  ↓ ↘ ← + (H) (DURING QUICK WORK) (H), FORWARD DASH,  
CR. (H), (S)  FORWARD SUPER JUMP, AIR (H), (S), LAND, → ↓ ↘ + (H) (DURING KATANA-RAMA!) (H)   
↓ ↘ → + (ATK) (MASH) (ATK)**

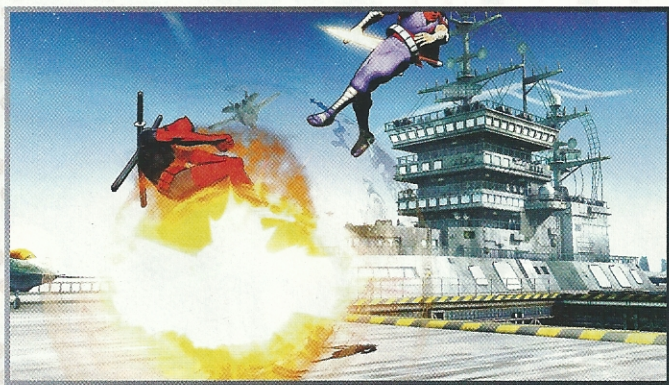
**772,700 damage, 27% meter loss**

When Deadpool lands Quick Work H, he can easily convert into big damage. You'll want to hit the first cr. (M) as low as possible so your challenger doesn't air recover, but otherwise, the combo is similar to **Combo I**.



## ADVANCED TACTICS

**CURSES! FOILED AGAIN. (TELEPORT MALFUNCTION MANAGEMENT)**



*Learning to manage Deadpool's Teleport Malfunction is important for mastering Deadpool and unlocking his full offensive potential.*

Deadpool's Teleport can be an unreliable part of his game plan because every third Teleport malfunctions. Learning how to manage this aspect of his Teleport is key to mastering Deadpool. There are a few ways to deal with Teleport Malfunction. The optimal way is to end a combo with a hard knockdown followed by OTG Teleport Malfunction (possibly canceled into Air Happy-Happy Trigger, though not all hits will connect). This resets the Teleport count and also only causes marginally less damage than a similar Katana-Rama! OTG. Failing that, you can attempt to Teleport Malfunction behind the cover of a projectile or beam assist from fullscreen. Using assists that can keep your opponent locked down for a long period of time like Doctor Doom— $\beta$  or Sentinel— $\alpha$  is your best option for this method. Another alternative is to simply use it at close range and cancel into Happy-Happy Trigger and THC to a safe hyper combo if it is blocked.

## COMBO APPENDIX

## GENERAL EXECUTION TIPS

When using Happy-Happy Trigger after wall bounces and Quick Work, delay the hyper combo slightly so you get full damage

Deadpool's basic attacks cause very little hitstun, so they must be chained quickly

When canceling to Quick Work with Chimichangas!!, wait until just after your rival begins falling to press **H**

AS DEADPOOL COMES IN: AIR (M), (M)  FORWARD DOUBLE JUMP, AIR (H), (S), LAND, ↓ ↘ → ↗ + (ATK) (ATK) (MASH (ATK))

Notes	Damage
+  or  +  or  +  TAC to Deadpool	Varies based on damage scaling

CR. (L), (M), ST. (H)      (H), FORWARD DASH, CR. (M), ST. (H)      (M) (DURING QUICK WORK) (H), FORWARD DASH, CR. (H), (S),  FORWARD SUPER JUMP, AIR (H), (S), LAND, FORWARD DASH,     (H) (DURING KATANA-RAMA!) (H) 

     (MASH )

Notes	Damage
Harder version of <b>Combo 1</b>	719,700 damage, 14% meter loss

↓ ↙ ← ⊕ (H) (DURING QUICK WORK) (H), FORWARD DASH, CR. (H), (S) → FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, → ↓ ↘ ⊕ (H)  
(DURING KATANA-RAMA!) (H) → ↓ ↘ → ⊕ (ATK) (MASH) (ATK)

Notes	Damage
Alternative, slightly easier combo for Quick Work combo starter	686,500 damage, 39% meter loss

→ ↓ ↘ + (ATK ATK), COUNTERS ENEMY ATTACK, FORWARD DASH, → ↓ ↘ + (H (DURING KATANA-RAMA!) (H), ST. (H) CANCEL → ↓ ↘ + (M) (S) CANCEL →  
FORWARD SUPER JUMP, AIR (H) (S), LAND, ↓ ↘ → ↗ + (ATK ATK) (MASH (ATK))

Notes	Damage
Level 3 hyper combo follow-up	897,400 damage, 365% meter loss

↓ ↘ → + (L OR M)  ↓ ↙ ← + (H), ST. (H)  ↓ ↘ → + (M), ST. (H)  ↓ ↙ ← + (M), CR. (H), (S)  FORWARD SUPER JUMP,  
AIR (M), (M), (H), (S), LAND, ↓ ↘ → + (H) (DURING KATANA-RAMA!) (H), ↓ ↙ ← + (H)  ↓ ↘ → + (ATK) (ATK) (MASH) (ATK)

Notes	Damage
Delay ↵ ↶ ↷ + ATK ATK to get full damage; works from up to three-fourths of the screen away	Level 1 X-Factor, 871,000 damage, 33% meter gain

CR. (L, M, ST. (H)     + (H) , ST. (H)     + (H) (   + (H) REPEAT AS NEEDED)

Notes	Damage
Infinite with Level 3 X-Factor. Works with Level 2 X-Factor, as well, but use    +  instead for the repeating pattern	Level 3 X-Factor, 100% of enemy life, meter gain varies

CR. (L), (M), ST. (H)      (H) (DURING QUICK WORK) (H), FORWARD DASH, CR. (H), (S)  FORWARD SUPER JUMP,  
AIR (M), (M), (H), (S), LAND, FORWARD DASH,           (MASH) (ATK)

Notes	Damage
Combo ending with Teleport Malfunction OTG	617,600 damage, 28% meter loss



# DEADPOOL



# DOCTOR DOOM

**"NO ONE DEFEATS DOOM!"**

## Bio

### REAL NAME

Victor von Doom

### OCCUPATION

Monarch of Latveria, Would-Be Conqueror

### ABILITIES

Doom is a genius in physics, robotics, cybernetics, genetics, weapons technology, bio-chemistry, and time travel. He is also self-taught in the mystic arts. Doom is a natural leader, a brilliant strategist, and a sly deceiver.

### WEAPONS

His armor is loaded with gimmicks, including a high-powered blaster on his waist holster. He also personally invented some nasty surprises.

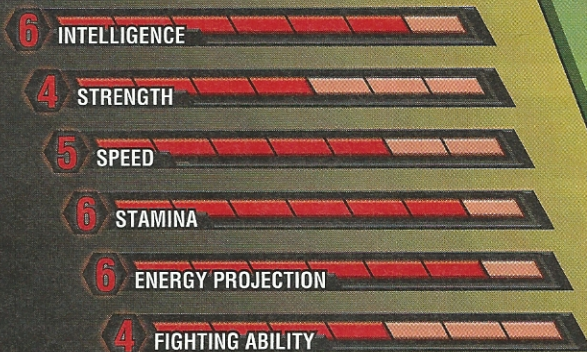
### PROFILE

The masked genius scientist who plots for world domination. While his physical strength is only average at best, the technologically advanced weapons he develops, as well as his sinister plans have given his super hero foes plenty to worry about.

### FIRST APPEARANCE

Fantastic Four #5 (1962)

### POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



1



2



3



4



5



6



DLC

## Overview

Vitality	1,000,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	130%	110%
Level 2 (2 teammates remaining)	150%	120%
Level 3 (1 teammate remaining)	170%	130%

Doctor Doom is a well-rounded character who can be effective at both short and long range. Your goal when using him is to corner your opponent. Cornering foes with Doctor Doom is important because:

His mix-ups are much more difficult to defend against in the corner

His corner combos are significantly more damaging than their midscreen counterparts

Doctor Doom has numerous tools to achieve this goal, including:

Using air **S** and air **H** as a means to approach.

Utilizing dash canceling to combat advancing guard. Jumping forward and airdashing down-toward to cover horizontal distance quickly

Super jumping and airdashing down-toward behind the cover of Air Photon Shot L

Slowly pushing his opponent back toward the corner using his dominating array of projectile attacks

### TUNING SINCE ORIGINAL MVC3

Already one of the most desired crossover assists to have on a team, as well as a perfectly capable point character, Doctor Doom still received several significant improvements to his game!

The most noteworthy change to Doctor Doom's arsenal is the improvements to his air **S** attack: it now travels much more quickly and causes a hard knockdown state on opponents, allowing for easy conversions into combos using his OTG-capable standing **H** attack. Doom's air **H** laser beam now travels across the screen much more quickly, changing it from a liability into an important tool to close the distance and push Doom's rival back into the corner.

On the downside, Doctor Doom's Hidden Missiles crossover assist now fires two less missiles, making it slightly less infuriating for opponents to deal with.

Hidden Missiles crossover assist now fires six missiles instead of eight

Forward throw now causes hard knockdown but does not lift the opponent as high

Forward air throw now causes hard knockdown but does not lift the target as high

Air **H** beam now travels across the screen much more quickly

Air **S** now travels much more quickly and causes hard knockdown

Photon Array and Air Photon Array can now be mashed for additional hits and damage

Doom's Time can now be mashed for additional hits and damage

Glitch removed that allowed Doctor Doom to stack several silos of Hidden Missiles on top of each other

Up-back and down-back airdashes can now be canceled with basic attacks or special moves



# Attack Set

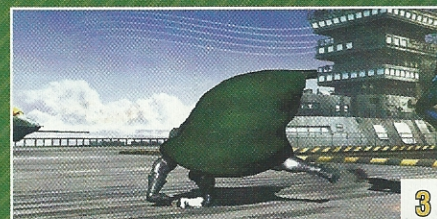
## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	55,000	440	5	3	12	+1	-1	Dash-cancelable
2	Standing <b>M</b>	2	72,000	640	10	4	17	+4	+2	OTG-capable, dash-cancelable
3	Standing <b>H</b>	2	101,700	880	15	7	21	+2	0	OTG-capable, dash-cancelable



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	53,000	424	6	3	16	-3	-5	Low attack, chains into crouching <b>L</b> , dash-cancelable
2	Crouching <b>M</b>	1	70,000	560	9	4	21	-2	-4	Dash-cancelable
3	Crouching <b>H</b>	1	80,000	640	13	4	21	—	-1	Low attack, dash-cancelable, knocks down



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	100,000	800	11	4	21	—	-1	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	55,000	440	6	3	20	+14	+12	Overhead attack
2	Air <b>M</b>	2	81,000	720	10	7	19	+21	+19	Overhead attack
3	Air <b>H</b>	4	120,300	1120	21	20	22	+24	+12	Inflicts chip damage, not special or hyper combo-cancelable, beam durability: 1 frame x 1 low priority durability points





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	90,000	720	14	Until grounded or contact	1 or until grounded	—	-18	Causes hard knockdown
2	Air <b>↗</b> + <b>S</b> (during launcher combo)	2	105,000	880	10	4	27	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>→</b> or <b>←</b> + <b>S</b> (during launcher combo)	2	95,000	800	9	8	19	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air <b>↘</b> + <b>S</b> (during launcher combo)	2	95,000	800	9	8	9	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Hard Kick	<b>↗</b> + <b>H</b>	1	90,000	720	8	4	24	—	-4	Launcher attack, dash-cancelable
2	Hidden Missiles	<b>↖</b> + <b>H</b>	1-8	20,000-113,600	160 per missile	25	—	30	—	—	Can press <b>H</b> rapidly for up to 7 extra missiles. OTG-capable, each missile has 1 low priority durability point
3	Foot Dive	(in air) <b>↗</b> + <b>H</b>	1	90,000	720	12	Until grounded, contact with foe, or contact with screen edge	1	+21	+19	Can only be performed once per jump



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↗</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
	<b>↖</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
2	<b>↗</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
	<b>↖</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



DOCTOR DOOM



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Doctor Doom—α	Photon Array	Plasma Beam M	8	113,600	1280	46	20	108	78	Beam durability: 8 frames x 1 low priority durability points
2	Doctor Doom—β	Photon Array	Hidden Missiles	6	93,500	160 per missile	50	37	147	117	OTG-capable, each missile has 1 durability point
3	Doctor Doom—γ	Sphere Flame	Molecular Shield M	9	111,800	1400	34	26	124	94	Initial barrier lasts for 25 frames, inflicts 1 low priority durability point of damage per frame, four rocks fired afterward, each rock has 1 low priority durability point



Doctor Doom is one of the best teammates to have in the game, since all three of his crossover assist types are top class. No matter which assist type you pick, calling Doctor Doom for backup as often as you can makes life significantly more difficult for the opposing player—just be sure to protect Doom!

Doctor Doom—α Plasma Beam is one of the best all-around assists in the game: it reaches fullscreen in an instant, dominates most other projectiles, places the opposing character in a long period of guardstun, and is perfect for cross-up mix-ups using teleports and other side-switching maneuvers!

Doctor Doom—β Hidden Missiles is a one-of-a-kind crossover assist, sending six missiles into the air to home in on the opponent at a later time. While this is a useful asset for any character to have, this crossover assist really shines when paired with a long range zoning character. Hidden Missiles is not only effective at preventing adversaries from super jumping into the air, but it also makes the point character practically unassailable for a brief period of time; if the opponent tries to attack before the missiles come down, they get a host of explosives dumped on their head, allowing you to capitalize with a free combo!

Doctor Doom—γ Molecular Shield is slow, but in a good way: it remains an active threat on the screen for an extremely long period of time, making it awesome for use as covering fire for slower characters who struggle to get near their adversary.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ ↙ + P1 or P2	1	50,000	500 (-1 hyper meter bar)	2	4	24	—	-4

**Notes**  
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



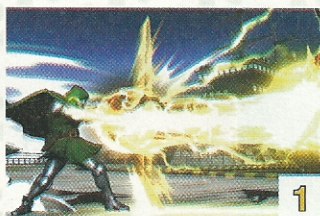
## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Plasma Beam L	↓ ↘ ↙ + L	5	81,700	800	22	15	14	—	+3	Knocks down, beam durability: 5 frames x 1 low priority durability points
	Plasma Beam M	↓ ↘ ↙ + M	8	113,600	1280	22	20	17	—	+1	Knocks down, beam durability: 8 frames x 1 low priority durability points
	Plasma Beam H	↓ ↘ ↙ + H	12	143,000	1920	22	25	19	—	+2	Knocks down, beam durability: 12 frames x 1 low priority durability points
2	Air Plasma Beam L	(in air) ↓ ↘ ↙ + L	5	81,700	800	25	20	7	—	+4	Knocks down, OTG-capable, beam durability: 5 frames x 1 low priority durability points
	Air Plasma Beam M	(in air) ↓ ↘ ↙ + M	8	113,600	1280	25	20	16	—	0	Knocks down, OTG-capable, beam durability: 8 frames x 1 low priority durability points
	Air Plasma Beam H	(in air) ↓ ↘ ↙ + H	12	143,000	1920	25	25	21	—	-2	Knocks down, OTG-capable, beam durability: 12 frames x 1 low priority durability points
3	Photon Shot	↓ ↘ ↙ + ATK	5x2	30,000 per projectile	240 per projectile	27	—	33	-8	-10	Each projectile has 2 low priority durability points
4	Air Photon Shot L	(in air) ↓ ↘ ↙ + L	5	30,000 per projectile	240 per projectile	27	—	23	+19	+15	Each projectile has 2 low priority durability points
	Air Photon Shot M	(in air) ↓ ↘ ↙ + M	5	30,000 per projectile	240 per projectile	24	—	26	+14	+12	Each projectile has 2 low priority durability points
	Air Photon Shot H	(in air) ↓ ↘ ↙ + H	5	30,000 per projectile	240 per projectile	21	—	29	+11	+9	Each projectile has 2 low priority durability points



## Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
5	Molecular Shield L	⇨⇩⇩ + L	7	103,100	1160	7	15(1)1	37	-13	-11	Initial barrier lasts for 15 frames, inflicts 1 low priority durability point of damage per frame, four rocks fired afterward, each rock has 1 low priority durability point
	Molecular Shield M	⇨⇩⇩ + M	9	111,800	1400	10	26	33	-8	-8	Initial barrier lasts for 25 frames, inflicts 1 low priority durability point of damage per frame, four rocks fired afterward, each rock has 1 low priority durability point
	Molecular Shield H	⇨⇩⇩ + H	11	118,900	1640	13	36	27	-1	-1	Initial barrier lasts for 35 frames, inflicts 1 low priority durability point of damage per frame, four rocks fired afterward, each rock has 1 low priority durability point
6	Flight (in air OK)	⇩⇩⇩ + S	—	—	—	15	—	—	—	—	Activates flight mode, lasts for 106 frames



**Plasma Beam:** At a devastating 12 durability points, Doctor Doom's Plasma Beam cuts through most things in its path, including foes, opposing projectiles, and your enemy's crossover assists. For a projectile, Plasma Beam deals a substantial amount of regular damage and chip damage. Even though Plasma Beam H has the longest recovery of the three versions, it definitely packs the most punch and

should be the primary version that Doom players use. Plasma Beam is one of the most damaging special attacks in the game in terms of chip damage, dealing a whopping 72,000 points of chip damage with each beam fired! Because of its high damage, Plasma Beam H is great for inflicting big damage to crossover assists. Tagging an assist with the beam definitely makes opposing players think twice about calling teammates for help! Plasma Beam can also be used in conjunction with Photon Array to finish off foes with low health. Cancel Plasma Beam into Photon Array into another Plasma Beam to K.O. a weakened opponent with massive chip damage.

If your adversary jumps over Plasma Beam H and is in range to hit Doctor Doom, react with a hyper combo cancel into Sphere Flame to quickly anti-air the foe for big damage.



**Photon Shot:** Doctor Doom fires five small lasers in both directions, controlling a fan-shaped space on the screen. While Photon Shot doesn't deal much damage, its utility is where it shines. Photon Shot can be used to bring down airborne opponents, shutting off the skies as a means to approach. Photon Shot also covers the space directly in front of Doctor Doom, impeding advances from the front. Given these angles, this projectile can be extremely difficult to avoid—this is particularly bad news for opposing characters who are low on life and trying to avoid a K.O. Photon Shot is also a nightmare for teleporting characters because it covers Doctor Doom's back from rear teleports, making competitors think twice about sneaking in from behind.

The speed of the photons changes based on the attack button used. Photon Shot L travels the slowest, the H version travels the fastest, and Photon Shot M is in-between. Players can use Photon Shot L both defensively and as a means of trapping rivals from across the screen. Photon Shot H is the fastest way to tag airborne opponents.

A drawback of Photon Shot is the "dead space" directly above Doctor Doom's head. A poorly timed Photon Shot against a quick foe can be a costly vulnerability. If you see the opposing character dropping in directly from above during Photon Shot, quickly hyper combo cancel it into Sphere Flame as a high-damage countermeasure.



**Air Photon Shot:** Doctor Doom creates the same fan-shape attack while in the air, except this version is aimed at the ground. Just like its ground version counterpart, air Photon Shot can be extremely difficult for opposing players to avoid, and it can be used for free chip damage. It also serves as a breather from the action below, resetting the pace of the battle. If an adversary jumps up to attack Doctor Doom and

subsequently gets hit on the way up by air Photon Array, you can combo off the photons with a falling air M if the opposing character is close enough. Keep in mind that you can only perform one air Photon Shot in the air before Doom lands, as opposed to air Plasma Beam and most other specials, which can be used three times in midair.



**Flight:** Doctor Doom becomes airborne for 106 frames and has all of his air attacks at the ready, as well as unlimited airdashes throughout the duration of the flight. If flight mode is activated off the ground or during a normal jump, crossover assists may be used during the duration of the flight, which can make for an unorthodox style of attack. In addition, any air M used during flight can be instantly unfly-canceled by inputting ⇩⇩⇩ + S again, which can lead to another air M while falling. Flight is also an opportune time to abuse air S for foes waiting for Doctor Doom below.

Doctor Doom gains access to an unlimited amount of airdashes during the duration of flight mode, as well as the ability to cancel airdashes into each other (however, two consecutive dashes cannot be in the same direction, unless you use "plink" airdashing by pressing **Stix** + **Atk** on consecutive frames). So during flight mode, you can perform airdash down-forward, forward, then up-forward as a means to approach, then cancel flight mode into falling air M or air S to start Doctor Doom's strong up-close game.

If Flight is activated while grounded with a tiger knee motion of ⇩⇩⇩ + S, Doctor Doom will fly extremely low to the ground. This can be used to open your enemy up with an overhead air M. Pin the opponent down with a crossover assist, dash in close and perform a tiger knee Flight, then perform air M (2 hits), M (2 hits) → ⇩⇩⇩ + S, land, cr. L, M, H into a combo.



**Air Plasma Beam:** The aerial version of Plasma Beam fires at a little more than a 45-degree angle. It has the same properties as its ground counterpart, and it can be performed a total of three times when Doom is in the air. You can also utilize it to blast opponents approaching from below, as it creates a temporary wall that blocks ground-level advances.

You can use air Plasma Beam offensively, as well. Doctor Doom can quickly get into optimal firing range by normal jumping forward, then airdashing up-forward and performing air Plasma Beam. This can make for a surprising attack when used with a long range crossover assist: call your crossover assist during the normal jump so that once Doctor Doom is performing the air Plasma Beam, the crossover assist starts aiding in the firefight without being seen on screen.

Air Plasma Beam is an OTG-capable attack that can be used to lend huge damage at the end of long combos: after causing a hard knockdown state, hit your opponent with a low-altitude air Plasma Beam H and hyper combo cancel to air Photon Array. This leaves the opposing character at the perfect height to be further juggled with a THC combo.



**Molecular Shield:** Molecular Shield is a two-phase move. It initially behaves as a shield, stopping incoming projectiles and damaging foes at point-blank range. The rocks are then launched as an offensive attack. This move should be primarily used as a combo ender in the corner. Molecular Shield boasts the fastest startup time of all Doctor Doom's special attacks. You can also use the initial shield of rocks to counter an incoming projectile in a pinch, nullifying the projectile before sending a wave of debris back at your rival. If you manage to pin your target down at mid to long range with a launched Molecular Shield, execute Plasma Beam H or even a quick advance to follow up.



# DOCTOR DOOM



## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Photon Array	↓ ↘ ↙ + ATK/ATK	25-50x2	287,900-345,800 (20,000-24,000 per projectile)	10+1	40	34	+4	+2	Can be mashed for extra hits and damage, each projectile has 1 high priority durability point
2	Air Photon Array	(in air) ↓ ↘ ↙ + ATK/ATK	25-50	287,900-345,800 (20,000-24,000 per projectile)	10+1	40	59	-34	-35	OTG-capable, can be mashed for extra hits and damage, each projectile has 1 high priority durability point
3	Sphere Flame	⇒ ↓ ↘ + ATK/ATK	57	340,000	8+1	—	47	+17	+35	First projectile rises for 40 frames, then disappears and produces 20 projectiles that spread and fall for 26 frames, first projectile has 1 high priority durability point, follow up projectiles have beam durability: 2 x 1 high priority durability points
4	Doom's Time (Level 3 Hyper Combo)	↓ ↘ ⇒ + ATK/ATK	13	440,000	4+0	1	49	—	-27	Invincible from frames 1-9, unaffected by damage scaling



**Photon Array:** Photon Array covers the majority of the screen, making it almost impossible for opposing players to avoid. Because of its poor damage output, Photon Array is best used as a screen-clearing breather if you have an abundance of hyper meter to spare. If used at mid to long range, Doom recovers from the Photon Array earlier than a guarding opponent, giving you the initiative to begin an

offensive or follow up with Plasma Beam H. You can also use Photon Array to punish foes who are predictable in their teleports, since Doom's photons end up covering the spots where most teleports typically wind up. New to *UMvC3*, Photon Array can now be mashed for extra damage!



**Air Photon Array:** Aside from using it as a combo ender, you can also employ air Photon Array the same way as air Photon Shot, as well as regular Photon Array. When you end combos with air Photon Array, your opponent is left in a prime position for a THC. Similar to the ground version of Photon Array, you can mash the air version for additional damage.



**Sphere Flame:** Doctor Doom fires a single projectile upward that explodes at the very top of the battlefield before sending a rain of projectiles down across the screen. The primary use of this hyper combo outside of combos is to protect the area directly above Doctor Doom's head. If Sphere Flame hits on the way up, the opposing character is sent to the top of the screen along with the

projectile, causing them to eat every single additional projectile created by the explosion for massive damage! If it misses, the projectile rain generally ensures Doctor Doom's safety afterwards, allowing you set up more projectiles, advance toward your target, or even tag in a teammate. However, opponents who are close to Doctor Doom when Sphere Flame is activated can throw him before the projectile rain descends, making the projectiles harmlessly pass through them.



**Doom's Time:** This level 3 hyper combo is the fastest attack in Doctor Doom's arsenal. It is an ideal combo ender because it is not subject to damage scaling and it deals a significant amount of damage.

Doom Time's blinding speed and invulnerability make it great as a defensive tool against aggressive opponents. Furthermore, you can interrupt any offensive attempts by activating X-Factor and

immediately performing Doom's Time. If your adversary is doing anything besides guarding upon the X-Factor activation, they will get caught by the hyper combo.

**"YOU ARE BENEATH ME, AND IT SHOWED."**



# Battle Plan

Learning to properly maneuver with Doctor Doom is crucial. The main difference between his mobility and that of the rest of the cast is that he is unable to cancel his ground dash into basic attacks; it is only cancelable with normal jumps. Instead, Doctor Doom's primary method of getting around is through airdashes. By normal jumping forward and immediately airdashing down-forward, you gain the speed and momentum that normal dash attacks benefit from. Alternatively, retreating is as easy as normal jumping back and immediately airdashing down-back. Because Doctor Doom requires a lower minimum altitude to perform airdashes

during normal jumps than other airdashing characters, this technique makes for a suitable alternative to ground dashing. Mix it up by normal jumping up-forward and airdashing down-back and vice versa, adding in lateral airdashes, as well.

Learning to manipulate Doctor Doom in the air is another important skill. The trajectory of Doctor Doom's air movement can be changed at any time by performing air Photon Shots, air Plasma Beams, airdashes, flight mode, and both Foot Dive and air **S**. You can employ both versions of Foot Dive as a means to approach, and you can cancel into flight mode to avoid diving into a dangerous situation.

Once you learn to properly maneuver, the real fight begins! Doctor Doom is a force to be reckoned with from full screen. If you have the life lead, you can maintain it by keeping your opponent at bay with Plasma Beam H and Photon Shot L. Even without a lead in life, Doctor Doom can deal a significant amount of damage from full screen to turn the tides in battle. Plasma Beam H deals big damage on both hit and guard, and will cut through most opposing projectiles easily in a firefight. If your adversary manages to jump over your Plasma Beam H at close range, quickly cancel into Sphere Flame to counter their punishment attempt.

For defense, your main tools are Plasma Beam H, ground Photon Shots, and aerial Photon Shots. You can stay out of harm's way by super jumping, airdashing up-back, and canceling the airdash with Photon Shot L or H. The fan shape created by the Photon Shot cuts off your opposition's frontal advances. As a foe inches closer, surprise them by airdashing up-back and performing air **S** instead of Photon Shot into a combo. Or, you can airdash straight down instead of up-back after superjumping, and fall with air **M** to start a combo.

Once opponents are tired of dealing with Plasma Beam H, they are likely to look to the skies for another avenue of approach. To counter this, use Photon Shots to stop their advance. Even though Photon Shot doesn't do nearly as much damage as Plasma Beam, it covers a much larger amount of space and is difficult to avoid both on the ground and in the air. Aerial opponents can also be dealt with using Doctor Doom's back air throw. Combos performed off throws suffer from increased damage scaling, but Doctor Doom is so powerful that even combos from throws do massive amounts of damage! If opponents are approaching from super jump height, surprise them with a super jump of your own and back air throw them to the ground for a damaging combo.

Aerial assaults can also be defended against with air **M**. Air **M** causes a large amount of hitstun and has a hitbox useful for both air-to-air and air-to-ground situations. Opponents coming in from the sky can be countered by super jumping and performing air **M** (2 hits),  $\Rightarrow + H$  **cancel**  $\Rightarrow \Delta + ATK-ATK$ , air **M** (2 hits), then land and continue the combo as you see fit. If your enemy is approaching with a normal jump, counter with normal jump air **M** (2 hits), **M** (2 hits),  $\Rightarrow + H$  **cancel**  $\Rightarrow \Delta + ATK-ATK$ , land, standing **L**, crouching **M**, **H**, **S** into a combo. Learning to use the hitbox of air **M** to your advantage in situations such as these is imperative to playing Doctor Doom.



Learning to triangle dash quickly is key with Doctor Doom.



Use  $\Rightarrow + H$  Foot Dive to close in on opponents.

Once Doctor Doom is at close range, several offensive options become available. His close range game consists of interchanging between:

Empty triangle jump crouching **L**

Square jump air **M**

Triangle jump air **L**

Triangle jump air **M**

Empty triangle jump cross-up crouching **L**

Empty triangle jump into backwards throw

Empty triangle jump into crouching **L** is the primary method of starting combos. Typically when Doctor Doom leaves the ground, opponents start guarding high against overhead attacks. However, Doctor Doom can quickly dash back to the ground for a low-hitting crouching **L**, making for a difficult attack to guard. To be even more deceptive, you can give your opponent more time to react to the stimulus by normal jumping forward and waiting until the apex of the jump before quickly airdashing downwards and using crouching **L** to hit low. Keep in mind when using this technique that depending on your positioning, a combo of crouching **L**, **M**, **H** might not work because of the short distance of crouching **M**. Therefore, crouching **L**, **H** is more reliable. Lastly, the crouching **L** can be substituted for a back throw once foes become wary of the low attack.

Doctor Doom's air **M** is a great offensive tool, and its priority and hitstun shine when used in a square jump. For a quick overhead attack, perform a normal jump and quickly airdash forward and use air **M**, all in one swift motion. One air **M** for two hits is enough hitstun to land and continue the combo. Depending on positioning, you can even use a square jump air **M** as a cross-up!

Triangle jump **L** is a quick way to score an overhead attack on an opponent. This can be done by airdashing down-forward during a normal or super jump and performing an air **L** attack. Because it looks similar to the low-hitting empty jump triangle crouching **L**, it makes for a great mix-up when used in tandem with empty triangle jumps. Follow up with a crouching **L** to be able to capitalize with a combo.

Triangle jump air **M** is used mostly as a pressure and positioning technique. Execute this move by super jumping and quickly dashing down-forward with air **M**. Use this longer range technique to keep the momentum going against competitors insisting on escaping Doctor Doom's rushdown.

Against smaller characters, you can perform empty jump cross-up crouching **L** when your rival is at point-blank range. When a foe is right next to Doctor Doom, normal jump forward and airdash down-forward to the other side of the opponent with a crouching **L** from behind. Even the most seasoned opposing players tend to have a difficult time guarding this cross-up!



If your crouching **H** is guarded, you can dash cancel to keep your offense going.



Dash cancel your basic attacks to negate advancing guard!

Unique to Doctor Doom is his ability to cancel his grounded basic attacks into a ground dash. Perform this technique simply by inputting a dash during any ground basic attack.

Dash canceling can be used to combat advancing guard. If an opponent pushes away a guarded attack, quickly cancel the attack into a ground dash to stay close.

Foes can be caught off guard when dash canceling is used offensively. For example, if a rival guards a crouching **L**, **H** chain, you can cancel the crouching **H** into a forward dash, cancel the forward dash into a normal jump forward, and then airdash down-forward into a low-hitting crouching **L**, interrupting the opponent's next action with a surprise attack.

In some instances, a crossover assist can interrupt an attack already in progress. If you see an impending attack from a crossover assist during your own attack (such as crouching **L**, **H** chain), dash canceling backwards or even dash canceling to jumping guard can be a lifesaver!



# DOCTOR DOOM



## COMBO USAGE

**I.** CR. **L**, **M**, **H**, **S** FORWARD SUPER JUMP, AIR **M** (2 HITS), + **H** DOWN-FORWARD AIRDASH, AIR **M** (2 HITS), LAND, CR. **M**, **H**, **S** FORWARD SUPER JUMP, AIR **M** (2 HITS), + **H** DOWN-FORWARD AIRDASH, AIR **M** (2 HITS), LAND, CR. **M**, **H**, **S** FORWARD SUPER JUMP, AIR **M** (2 HITS), **M** (2 HITS), + **H** FORWARD AIRDASH, AIR **M** (2 HITS), **M** (2 HITS) + **ATK** **ATK** (MASH **ATK**)

712,300 damage, 36% meter gain

You can use this bread and butter combo midscreen for considerable damage. The key point to remember when learning this combo is to keep your opponent as low to the ground as possible; use air **M** immediately after launching the target to prevent your foe from rising higher. The most difficult part is learning the timing on connecting the air **M** after the airdash; you'll want to hit it as late as possible to keep the opposing character low to the ground.

**II.** (CORNER REQUIRED) CR. **L**, **M**, **H**, **S** FORWARD SUPER JUMP, AIR **M** (1 HIT), + **H**, **S** DOWNWARD AIRDASH, LAND, ST. **H** (2 HITS) OTG | REPEAT BRACKETS X3, **S** UPWARD SUPER JUMP, AIR **M** (2 HITS), **M** (2 HITS), + **H**, **S** DOWNWARD AIRDASH, LAND, ST. **H** (2 HITS) OTG + **ATK** **ATK** (MASH **ATK**)

1,129,500, 134% meter loss

This combo inflicts enough damage to knock out almost any character in the game! Be careful not to accidentally perform an aerial exchange when during air + **H**, **S**. During the downward airdashes, you can whiff an air **H** to make Doom land faster, but it is not necessary. If you do not have three levels of hyper meter by the end of the combo, you can also end it with the OTG-capable air Plasma Beam **H** hyper combo canceled into air Photon Array for 837,500 points of damage.

**III.** AIR **S**, LAND, ST. **H** (2 HITS) OTG, **S** FORWARD SUPER JUMP, AIR **M** (2 HITS), + **H** DOWN-FORWARD AIRDASH, AIR **M** (2 HITS), LAND, CR. **M**, **H**, **S** FORWARD SUPER JUMP, AIR **M** (2 HITS), **M** (2 HITS), + **H** FORWARD AIRDASH, AIR **M** (2 HITS) + **ATK** **ATK** (MASH **ATK**)

620,100 damage, 6% meter loss

This combo can be used after a successful air **S**. If you find it difficult to follow air **S** with standing **H** OTG, try triangle dashing forward before performing standing **H** to get into a better position.

**IV.** (CORNER REQUIRED) AIR **L**, **M** (1 HIT), **M** (1 HIT), + **H** FORWARD AIRDASH, AIR **M** (2 HITS), LAND, ST. **L**, CR. **M**, **H**, **S** FORWARD SUPER JUMP, AIR **M** (2 HITS), + **H**, **S** DOWNWARD AIRDASH, LAND, ST. **H** (2 HITS) OTG, **S** SUPER JUMP, AIR **M** (2 HITS), + **H**, **S** DOWNWARD AIRDASH, LAND, ST. **H** (2 HITS) OTG, **S** FORWARD SUPER JUMP, AIR **M** (2 HITS), **M** (2 HITS), + **H**, **S** DOWNWARD AIRDASH, LAND, ST. **H** (2 HITS) OTG + **ATK** **ATK** (MASH **ATK**)

1,044,100 damage, 143% meter loss

Use this combo on incoming enemies after a K.O. If you think the opposing player may come in attacking, interrupt their attack with a normal jump air **L** into this damaging combo.

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

For corner combos, you can whiff air **H** on the way down from an airdash to reach the ground faster. This is helpful when coming down from a high altitude.

Air + **H** causes plenty of hitstun. Try delaying attacks after air + **H** to keep your opponent closer to the ground.

Return the controller to the neutral position between air + **H** and air **S** so that you can eliminate any accidental aerial exchanges.

(AFTER TAG) AIR **M** (2 HITS), AIR **M** (2 HITS), + **S**, AIR **M** (2 HITS), **M** (2 HITS) FORWARD AIRDASH, AIR **M** (2 HITS), **M** (2 HITS) FORWARD AIRDASH, AIR **M** (2 HITS), **M** (2 HITS) FORWARD AIRDASH, AIR **M** (2 HITS), **M** (2 HITS), **H** (5 HITS)

Notes:	Damage
Use this combo after an aerial exchange into Doctor Doom. Great for building meter	Damage varies based on damage scaling

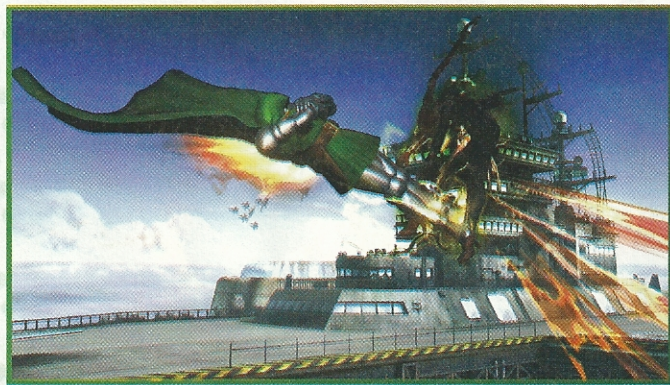
CR. **L**, **M**, **H**, **S**, AIR **M** (2 HITS), + **H** DOWN-FORWARD AIRDASH, AIR **M** (2 HITS), LAND, CR. **M**, **H**, **S**, AIR **M** (2 HITS), + **H** DOWN-FORWARD AIRDASH, AIR **M** (2 HITS), LAND, + **ATK** **ATK**

Notes	Damage
A simplified bread and butter combo. Because X-Factor level 3 can be difficult to control, use this easy combo during X-Factor for big damage	641,900 damage, -13% meter gain



## ADVANCED TACTICS

### LATVERIAN STOMP



Combos starting with  $\Rightarrow + H$  against an aerial opponent differ depending on the altitude.

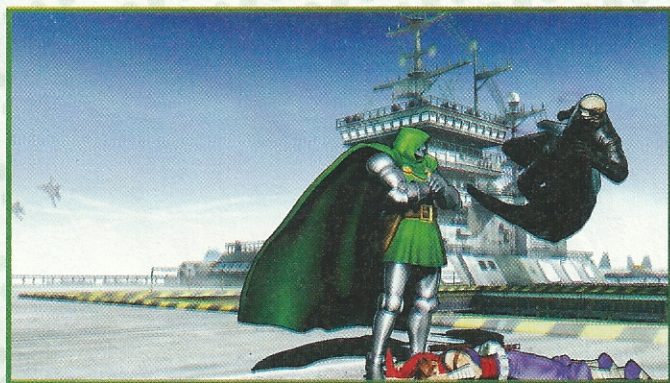
### LATVERIAN STOMP CONTINUED



Air  $S$  is one of Doctor Doom's best attacks. Abuse it!

simultaneously with the air  $S$ , or hyper combo canceling into air Photon Array. The hyper combo isn't safe either, so be ready to THC to a teammate afterward. You can also use air  $S$  as a mobility tool, since it descends from high altitudes faster than airdashing down. If used immediately after a high altitude Air Photon Shot L, you can touch the ground before the photons do! Follow this up with Plasma Beam H, another Air Photon Shot, or a dash to approach.

### DOOM AWAITS



One wrong move, and the opposing player will lose another character!

Doctor Doom's  $\Rightarrow + H$  Foot Dive is not only a great way to approach, but also can start combos at high altitudes. Attacks following  $\Rightarrow + H$  to continue the combo can vary depending on Doom's height.

At super jump height, cancel Foot Dive into  $\Rightarrow + ATK ATK$ , air  $M$  (2 hits), land, forward normal jump, air  $M$  (2 hits), air  $M$  (2 hits),  $S$ , land, triangle dash forward, st.  $H$ , and proceed with the combo.

At normal jump height, cancel Foot Dive into  $\Rightarrow + ATK ATK$ , air  $L$ , land, forward normal jump, air  $L$ , air  $M$  (2 hits),  $M$  (2 hits),  $\Rightarrow + H$   $\Rightarrow + ATK ATK$ , land, cr.  $L$ ,  $M$ ,  $H$ ,  $S$ , and proceed with the combo.

If Foot Dive lands on an opponent who is in the air but below normal jump height, cancel Foot Dive into  $\Rightarrow + ATK ATK$ , land, cr.  $L$ ,  $M$ ,  $H$ ,  $S$  or  $\Rightarrow + ATK ATK$ , air  $L$ , land, cr.  $L$ ,  $M$ ,  $H$ ,  $S$  depending on your opponent's height.

If  $\Rightarrow + H$  is ever guarded, cancel into  $\Rightarrow + ATK ATK$  anyway to mount an offensive.

Possibly Doctor Doom's best attack in *Ultimate Marvel vs. Capcom 3*, the air  $S$  version of the Foot Dive now causes hard knockdown on both grounded and aerial opponents, leaving them susceptible to OTG-capable standing  $H$  into a full combo afterwards. Very rarely does the air  $S$  hit at an angle in which Doctor Doom is unable to follow up with an OTG after it connects. In cases where your target is too far for you to perform an immediate standing  $H$  OTG, it is possible to adjust your positioning by quickly jumping forward and airdashing down-forward before attempting a standing  $H$  or  $M$ . Keep in mind that combos starting with air  $S$  are more susceptible to hit decay; use combos similar to those starting from a throw.

While air  $S$  cleanly stomps nearly anything in its path to allow for free combos, it leaves Doctor Doom in a precarious position if guarded. If you make contact with air  $S$  above Doctor Doom's minimum height required for an airdash, great: just cancel the air  $S$  into a downward airdash to quickly land on the ground with a substantial amount of frame advantage. If you make contact lower to the ground, Doom slowly bounces backwards in a completely vulnerable state. You can mitigate this by calling a crossover assist

Doom has several options against new characters coming in after their comrade is knocked out:

Against opponents who are coming in attacking, you can utilize a well-timed air  $L$  or  $M$  on the way up to combo into air  $S$ , leading to a damaging corner combo. Alternatively, a safer method to counter opposing attacks is to use air  $H$ . The range of the beam keeps you relatively safe, forcing your competitor to block. If they are hit, you can follow up with air  $M$ ,  $S$  after landing to continue the combo.

For foes who are guarding on the way in, performing a quick airdash down-forward to get underneath them for a cross-up  $S$  that can be difficult to guard. Alternatively, performing a super jump into the corner and airdashing straight down into air  $M$  also causes a cross-up due to air  $M$ 's hitbox. As with any cross-up, you can adjust the timing on these setups to fake a cross-up, as well.

You can utilize Doctor Doom's airdash as a cross-up tool when paired with a crossover assist, depending on the timing of the airdash and the type of crossover assist available. In addition, calling a crossover assist during a guarded combo attempt can pin your opponent down for corner mix-ups.

Against other airdashing characters, a well-timed air  $M$  or air throw can stop any attempts to escape.



# DOCTOR DOOM



# DORMAMMU

*"WHO DARES DEFY THE DREAD LORD?"*

## Bio

### REAL NAME

Dormammu

### OCCUPATION

Despot, Conqueror

### ABILITIES

Among his many abilities are matter transmutation, interdimensional teleportation, size and shape alteration, element control, telepathy, creation of artificial beings, and empowerment of others.

### WEAPONS

None

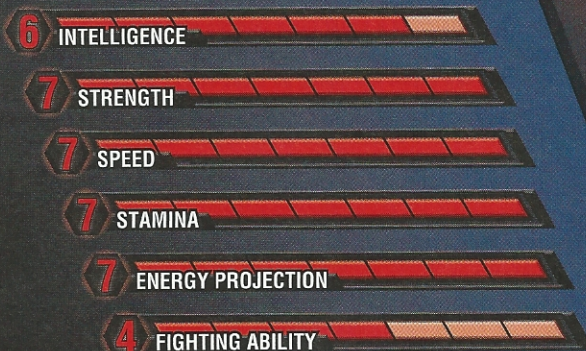
### PROFILE

Formerly a being made of energy residing in the Chaos Dimension, he gained a body made of metal and crossed over to the real world in the hopes of conquering it. Currently, he serves as the ruler of the mysterious Dark Dimension.

### FIRST APPEARANCE

Strange Tales #126 (1964)

## POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



1



2



3



4



5



6



DLC

## Overview

Vitality	1,000,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	130%	110%
Level 2 (2 teammates remaining)	155%	115%
Level 3 (1 teammate remaining)	180%	120%

The goal when using Dormammu is a little more abstract than usual. Your goal is to create opportunities to perform actions unimpeded. In other words, you want to buy time.

When given time, you can safely pull off tactics with Dormammu that make him much more difficult to fight against:

**Dark Spell** points can be stored, giving access to game-altering special attacks

The **Flame Carpet** can be created, making it a huge risk for opponents to attack Dormammu anywhere from the front

The **Stalking Flare** hyper combo can be used to completely control the match for the next several moments

Long range cross-ups can be set up using crossover assists and **Mass Change M**

How do you go about buying time with Dormammu?

Discouraging the opposing character from advancing with well-placed **Dark Matter** and **Liberation** attacks, and capitalizing on your opponent's moment of hesitation

Using **Flame Carpet**, **Stalking Flare**, or **Liberation (Creation Mix)**

Using flight from super jump height to be able to use **Dark Spell** several times safely

### TUNING SINCE ORIGINAL MVC3

Already one of the more powerful characters, Dormammu surprisingly received a host of improvements in *Ultimate Marvel vs. Capcom 3*! These changes make Dormammu inflict much more damage with his combos, you can safely hit-confirm his combos instead of making a huge commitment, you can store **Dark Spells** much more easily and often, and use **Dark Matter** more freely to establish a stronger fullscreen presence!

On the flip side, **Flame Carpet** and crouching **M** have been weakened significantly, lowering Dormammu's effectiveness in up-close defensive situations. **Flame Carpet** in particular was one of Dormammu's most dominating tools, so long-time Dormammu players have some adjustments to make.

Dormammu can now perform three-hit chain combos

General reduction of hitstun scaling across the board

Dormammu can now cancel **↵** and **↵** airdashes into attacks

**L** basic attacks push the enemy backwards a shorter distance

Crouching **M** now causes much less hitstun

**Dark Matter** is special and hyper-cancelable

**Flame Carpet** now disappears when Dormammu gets hit, and it knocks competitors farther away when used

Forward and backward throws now cause hard knockdown state

Dormammu—**α** **Dark Hole** assist now executes 2 frames faster

Dormammu—**β** **Purification** assist now executes 2 frames faster

Flight mode duration shortened to 100 frames from 120

**Dark Spell** can now be performed in the air

**Liberation** can now be performed in air

**Liberation (Destruction Mix)** now creates the volcano even when Dormammu is interrupted, volcano hit now causes hard knockdown, individual rocks inflict more damage, rocks emit later

**Liberation (Creation Mix)** now creates meteors even if Dormammu is interrupted

**Chaotic Flame** can now be mashed for additional damage



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	48,000	384	6	2	12	0	-1	—
2	Standing <b>M</b>	1	70,000	560	8	10	16	-7	-8	Nullifies low and medium priority projectiles
3	Standing <b>H</b>	1	90,000	720	13	5	21	-2	-3	Nullifies low and medium priority projectiles, knocks opponent upward



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	45,000	360	7	2	13	-1	-2	Low attack
2	Crouching <b>M</b>	1	70,000	560	9	8	17	+6	-7	Nullifies low and medium priority projectiles, launches foe slightly
3	Crouching <b>H</b>	1	90,000	720	13	4	24	—	-5	Nullifies low and medium priority projectiles, low attack, knocks down rival



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	95,000	760	9	20	12	—	-9	Nullifies low and medium priority projectiles, launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	50,000	400	7	3	16	+14	+11	Overhead attack
2	Air <b>M</b>	1	70,000	560	10	11	15	+15	+15	Nullifies low and medium priority projectiles, overhead attack
3	Air <b>H</b>	1	85,000	680	10	5	29	+19	+18	Nullifies low and medium priority projectiles, overhead attack





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	90,000	720	14	5	27	+19	+15	Nullifies low and medium priority projectiles, causes hard knockdown if used in launcher combo
2	Air <b>↑</b> + <b>S</b> (during launcher combo)	1	60,000	480	13	3	Until grounded	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>↔</b> or <b>↔</b> + <b>S</b> (during launcher combo)	1	50,000	400	13	3	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from opposing character
4	Air <b>↓</b> + <b>S</b> (during launcher combo)	1	50,000	400	13	3	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Dark Matter	<b>↔</b> + <b>H</b>	1	80,000	640	20	—	26	—	-3	Wall bounces adversary, inflicts chip damage, projectile has 1 low priority durability point
2	Flame Carpet	<b>↘</b> + <b>H</b>	5	81,700	800	15	—	31	+5	+4	Creates pool of fire on the ground that lasts 180 frames, only one pool of fire per player can be in play at a time, OTG-capable, inflicts chip damage, not special- or hyper combo-cancelable, Flame Carpet disappears if Dormammu gets hit, beam durability: 5 frames x 1 low priority durability point



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↔</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
1	<b>↔</b> + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
2	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
2	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



**DORMAMMU**



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Dormammu—α	Chaotic Flame	Dark Hole M	9	122,200	1440	50	33	98	68	Knocks down adversary, beam durability: 10 frames x 3 low priority durability points
2	Dormammu—β	Chaotic Flame	Purification L	4	120,300	1120	56	23	103	73	Spinning knockdown; OTG-capable, beam durability: 5 frames x 3 low priority durability points
3	Dormammu—γ	Stalking Flare	Liberation		Variable	Variable	Variable	Variable	Variable	Variable	Attack performed depends on how many Destruction or Creation points stored



Of all of Dormammu's crossover assist types, Dormammu—α's Dark Hole assist is the most recommended; it holds the opposing character in place for a long period of time, making it great for offensive characters to maintain their momentum. It can also be very useful in certain combos.

Dormammu—β's Purification is too slow to be used defensively for the most part. Being OTG-capable is a nice bonus, but it's usually difficult to capitalize on this due to the height that it launches the opponent to.

Dormammu—γ is potentially very useful as a crossover assist, giving Dormammu's powerful Liberation attacks to any character in the game for a single shot. In practice, it's simply too impractical to use often.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ ↙ + P1+P2	1	50,000	500 - (-1 hyper meter bar)	2	5	21	—	-3

### Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Dark Spell: Destruction (in air ok)	↓ ↘ ↙ + L	-	-	—	15	—	20	—	—	Stores 1 Destruction point. If 3 Dark Spell points already stored, then performs Liberation instead. Air version does not recover until grounded
2	Dark Spell: Creation (in air ok)	↓ ↘ ↙ + M	-	-	—	15	—	20	—	—	Stores 1 Creation point. If 3 Dark Spell points already stored, then performs Liberation instead. Air version does not recover until grounded
3	Liberation (empty)	↓ ↘ ↙ + H	1	80,000	640	15 (38 in air)	5	21	+5	-3	Performed with 0 stored points, knocks down opponent, air version teleports Dormammu, is invincible from frames 11-24, projectile has 5 low priority durability points
4	Liberation (Destruction 1)	↓ ↘ ↙ + H	3	94,800	840	15 (38 in air)	10	16	—	+1	Requires 1 Destruction point, uses all stored Dark Spell points, knocks down rival, air version teleports Dormammu, is invincible from frames 11-24, projectile has 5 low priority durability points
5	Liberation (Destruction 2)	↓ ↘ ↙ + H	6	163,800	1680	15 (38 in air)	10	16	—	+1	Requires 2 Destruction points, uses all stored Dark Spell points, knocks down foe, air version teleports Dormammu, is invincible from frames 11-24, beam durability: 6 frames x 1 low priority durability point
6	Liberation (Destruction 3)	↓ ↘ ↙ + H	10	195,000	2400	15 (38 in air)	15	21	—	-5	Requires 3 Destruction points, uses all stored Dark Spell points, OTG-capable, knocks down competitor, air version teleports Dormammu, is invincible from frames 11-24, beam durability: 10 frames x 1 low priority durability point



# Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
7	Liberation (Creation 1)	↓ ↘ ↙ + H	3	108,300	960	12 (35 in air)	10	24	—	-10	Requires 1 Creation point, uses all stored Dark Spell points, knocks down opponent, air version teleports Dormammu, is invincible from frames 11-24, projectile has 5 low priority durability points
8	Liberation (Creation 2)	↓ ↘ ↙ + H	9	183,400	2160	12 (35 in air)	10	24	—	-10	Requires 2 Creation points, uses all stored Dark Spell points, knocks down adversary, air version teleports Dormammu, is invincible from frames 11-24, projectile has 5 low priority durability points
9	Liberation (Creation 3)	↓ ↘ ↙ + H	1	0	—	15 (38 in air)	—	36	-21	-23	Requires 3 Creation points, uses all stored Dark Spell points. On hit, opponent cannot jump for 300 frames. Air version teleports Dormammu, is invincible from frames 11-24
10	Liberation (Mixed)	↓ ↘ ↙ + H	-24	-194,200	3840	10 (33 in air)	—	40	—	—	Requires 1 Destruction and 1 Creation point, meteors inflict hard knockdown on airborne adversaries, OTG-capable, air version teleports Dormammu, is invincible from frames 11-24, beam durability: each meteor has 3 frames x 3 low priority durability points
11	Liberation (Destruction Mix)	↓ ↘ ↙ + H	variable	80,000 (flame pillar) 15,000 (per meteor)	variable	20 (43 in air)	20	21	—	—	Requires 2 Destruction points and 1 Creation point, meteors inflict hard knockdown on airborne rivals, all attacks are OTG-capable, flame pillar attack causes hard knockdown, air version teleports Dormammu, is invincible from frames 11-24, ground spike has 100 durability points, beam durability: each meteor has 1 frame x 1 low durability point
12	Liberation (Creation Mix)	↓ ↘ ↙ + H	-40	-258,200	-6400	26 (29 in air)	—	14	—	—	Requires 2 Creation points and 1 Destruction point, meteors inflict hard knockdown on airborne competitors, OTG-capable, air version teleports Dormammu, is invincible from frames 11-24, each meteor has 3 frames x 3 low priority durability points
13	Dark Hole	↓ ↘ ↙ + ATK (in air OK)	9	122,200	1440	26	34	6	—	+7	Knocks down target, Dark Hole disappears if Dormammu receives damage, air version does not recover until landing (unless in flight mode), beam durability: 10 frames x 3 low priority durability points
14	Purification	→ ↓ ↘ + ATK	4	120,300	1120	32	23	11	+11	+2	OTG-capable, spinning knockdown, beam durability: 5 frames x 3 low priority durability points
15	Mass Change	↔ ↓ ↘ + ATK (in air OK)	-	-	—	13	—	17	—	—	—
16	Flight	↓ ↘ ↙ + S (in air OK)	-	-	—	21	—	—	—	—	Activates flight mode, flight mode lasts for 100 frames, activating flight while already in flight mode cancels flight mode, has 0 recovery

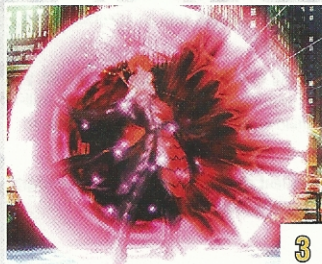


1

**Dark Spell: Destruction:** Using Dark Spell: Destruction stores one destruction point, up to a total of three Dark Spell points. Attempting to store another Dark Spell while already having three points makes Dormammu automatically use Liberation instead, using up all of the points.

Visually, storing Destruction points causes Dormammu's hand to radiate with red flames. Having more Destruction points increases the size and intensity of the flames, so you can use that as a visual indicator of how many Dark Spells points you have stored. Additionally, the total number of Dark Spells stored affects Dormammu's head flames, causing them to grow larger!

New to *Ultimate Marvel vs. Capcom 3*, Dark Spells can now be used in the air! Performing Dark Spell in the air is actually slower, since it leaves Dormammu vulnerable all the way until he reaches the ground. However, when combined with flight mode, this is a major addition to Dormammu's toolset; during flight mode Dormammu can use Dark Spell up to three times and still drop down safely!



3

**Liberation (empty):** Liberation attacks cause Dormammu to release all Dark Spell points currently stored. New to *Ultimate Marvel vs. Capcom 3*, Liberation can be performed in the air! This makes Dormammu teleport back down to the ground before releasing all the Dark Spell points accrued.

When no Dark Spell points are stored, using Liberation causes Dormammu to attack with a spherical blast around his body. Surprisingly safe if guarded, this is the preferred way to use air Liberation as a teleport to the ground. Air Liberation (empty) from directly above your competitor is a surprisingly good way to begin an attack.



2

**Dark Spell: Creation:** The alternate version of Dark Spell stores one Creation point to access the

Creation line of attacks, along with causing blue flames to show up on Dormammu's other hand.



4

**Liberation (Destruction 1):** Using Liberation with one Destruction point stored changes the attack to create a small explosion in front of Dormammu. While it's generally better to just save up for better attacks, Liberation (Destruction 1) is best used in the air as a quick way to teleport back to the ground and counter forward movement from your adversary. Hitting with this explosion allows you to easily verify the hit and cancel into Chaotic Flame for a quick combo.



# DORMAMMU





**Liberation (Destruction 2):** With two Destruction points, Liberation creates a larger explosion that knocks the target farther across the screen. It has mostly the same usage scenarios as Liberation (Destruction 1).

5



**Liberation (Creation 1):** Storing a single Creation point causes Liberation to create a spike on the ground with essentially the same usage scenarios as Liberation (Destruction 1). Typically, your first Dark Spell point should always be a Destruction point because this move and the rest of the Creation attacks are rarely used.

7



**Liberation (Creation 3):** Requiring three Creation points, Liberation (Creation 3) covers the entire ground area with an attack that causes zero damage but places a unique temporary status effect on your target—manually jumping cannot be performed at all for 300 frames. While this seems powerful in theory, the actual application of this is limited due to the short length of time of the status effect. It's generally best to save up your Dark Spell points for the other three-point options instead.

9



**Liberation (Destruction Mix):** A mix of two Destruction points and one Creation point allows Dormammu to create an OTG-capable eruption from the ground that spews OTG-capable meteors in random directions from the tip. Primarily used to add a ton of damage to Dormammu's combos when super jump-canceled from the **S** launcher, the eruption and almost all of the meteors hit your

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competitor simultaneously and drag the opponent down, allowing you to continue the combo afterwards!

**Dark Hole:** This move creates a vortex in an area of the screen corresponding to the button pressed: **L** creates a Dark Hole directly in front of Dormammu, **M** places one at medium range, and **H** creates a vortex almost all the way across the screen. It should be noted that Dark Hole H does not actually make contact against most characters who are all the way across the screen; for that, you have to use Purification H.

Dark Hole is faster and can be hit-confirmed into Chaotic Flame, but other than that, it is almost always better to use Purification attacks for the same purpose. Purification covers the entire vertical length of the screen and leaves your rival floundering in the air, while Dark Hole can be jumped over and allows your opponent to safely ground recover toward Dormammu if hit.

Dark Hole has a small amount of frame advantage if guarded, but if Dormammu gets hit while a Dark Hole is in play, it immediately disappears.

You can perform Dark Hole in the air, but its usefulness is questionable; Dormammu is completely vulnerable until he reaches the ground after using the attack, and cases where you would use an air Dark Hole over a Purification are rare.



13



**Liberation (Destruction 3):** Loading up three Destruction points gives Dormammu access to a fullscreen explosion, hitting nearly everything below super jump height! While noticeably slower than the one or two-point versions of this attack, Liberation (Destruction 3) covers a much larger area and allows an easy juggle into Dark Hole H before tacking on the Chaotic Flame.

6

When Destruction 3 is primed, you can counter most attempts from opposing players to close the distance against you, as well as most projectiles, completely on reaction. Having this tool can completely change the tempo of a match because your opponent usually shifts gears to try to bait you into using the explosion at the wrong time.



**Liberation (Creation 2):** Having two Creation points creates a row of three spikes on the ground, but it still has the same usage scenarios as Liberation (Destruction 1) and (Destruction 2).

8



**Liberation (Mixed):** Having an even split of one Creation point and one Destruction point allows Dormammu to create a small meteor shower to fall in the entire area directly in front of him, creating a solid defensive wall. Of all of the Liberation attacks that require two Dark Spell points, Liberation (Mixed) is generally the most useful to have.

10



**Liberation (Creation Mix):** Requiring a cocktail of two Creation points and one Destruction point, Liberation (Creation Mix) creates a much larger meteor shower that potentially covers the whole screen, buying a lot of time while simultaneously attacking your adversary with chip damage.

The meteors strike areas completely at random, so while they typically interrupt an opponent hitting

12

Dormammu and allow for a retaliatory combo, this just isn't always the case.



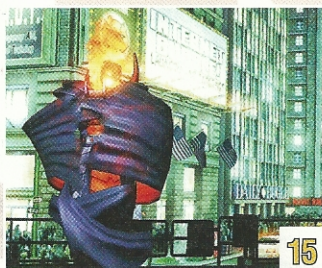
**Purification:** The OTG-capable Purification is the foundation of Dormammu's fullscreen control. It creates a pillar that extends across the entire vertical length of the screen, placed in an area dependent on the button pressed in a manner similar to Dark Hole. The **H** version actually can make contact with an adversary from fullscreen.

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As opposed to relying on it for the purpose of inflicting chip damage against your rival, you should instead use Purification with the mindset of restricting forward movement. A well-placed pillar cuts off an entire section of the battlefield whether your foe is on the ground, at normal jump height, or at super jump height.

The OTG-capable Purification is also a major component of Dormammu's combos—nearly every combo ends with an OTG pillar hyper canceled into Chaotic Flame.





**Mass Change:** Dormammu teleports to an area relative to the opposing character based on the button pressed: **L** puts Dormammu in the air above and in front of the target, **M** warps him above and behind his foe, while **H** places him directly above his attacker.

Mass Change M is one of Dormammu's most important assets because it allows him to quickly get behind his adversary at relatively low risk. This is great both for fullscreen cross-up offense using crossover

assists or Dark Matter, but you can also employ it defensively to evade an incoming attacker while simultaneously getting away from the corner.

The **H** version is primarily used a mix-up to the **M** version, keeping Dormammu in front of his competitor. It's also the only version of Mass Change that keeps Dormammu within range to easily attack his rival, making it ideal for countering projectile-based characters.

You can perform Mass Change in the air, as well, further increasing Dormammu's general evasiveness and unpredictability.



**Flight:** Due to the newly air-enabled versions of Dark Spell and Liberation, flight mode has a much more prominent role in Dormammu's gameplan in *Ultimate Marvel vs. Capcom 3*: all of these factors combined allow Dormammu to super jump high into the air, activate flight mode, store three Dark Spell points, then still remain safe on the way down!

As a result of this, the duration of flight mode has been reduced by 20 frames in the current game. This prevents Dormammu from activating flight mode at the peak of super jump height, flying higher out of enemy reach, then storing Dark Spells with relative impunity.



**DORMAMMU**

## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Chaotic Flame	↓ ↘ ↙ + ATK ATK	30-60	281,400-338,300	8+3	59	41	+8	-21	Knocks down opponent, beam durability: 30 frames x 1 high priority durability point, can be mashed for additional hits
2	Stalking Flare	↓ ↘ ↙ + ATK ATK	20	256,300	31+4	—	62	+19	+18	Projectile homes in on adversary, disappears if Dormammu gets hit, does not expire over time, beam durability: 20 frames x 5 high priority durability points
3	Dark Dimension	↘ ↓ ↙ + ATK ATK (level 3 hyper combo)	1	400,000	8+0	20	72	—	-69	Invincible during frames 1-36, OTG-capable, hard knockdown, beam durability: 5 frames x 5 high priority durability points



**Chaotic Flame:** One of the best all-purpose "beam" hyper combos in the game, Chaotic Flame is incredibly fast and can be used on reaction to counter most threats; it's almost an "anti-everything" attack! Try using it to nuke both the opposing player's point and crossover assist characters simultaneously!

In *Ultimate Marvel vs. Capcom 3*, the Chaotic Flame is even better—now it can be mashed for additional 57,000 points of damage!



**Stalking Flare:** This hyper combo creates a slow-moving, homing projectile that relentlessly follows its target until it makes contact; it does not expire over time. For most characters, trying to avoid the Stalking Flare is a pointless endeavor: it's typically only possible with teleports or with projectile hyper combos that have more durability points. However, successfully hitting Dormammu while Stalking Flare is in play completely negates the projectile.

There is a tremendous amount of startup and recovery frames on the Stalking Flare hyper combo, so you should generally limit its use to situations where your adversary cannot move for a while—after getting hit by a Purification pillar, during a THC combo, or after knocking out one of the opponent's characters.

Once Stalking Flare is safely in play, it buys you a huge amount of time to do whatever you like: store some Dark Spells, safely tag in a teammate, call a crossover assist and Mass Change M behind the opposing character, or even rev up another Stalking Flare! Adversaries fruitlessly trying to avoid the Stalking Flare just give you more time; it's generally more prudent for them to just suck it up and quickly take the chip damage.



**Dark Dimension:** Dormammu's level 3 hyper combo is not only invincible, but it's also OTG-capable! This makes it great for general use, as well as for tacking on a huge amount of unscaled damage at the end of a long combo. After Dormammu welcomes his competitor to his realm, he unceremoniously dumps the foe on the floor in a hard knockdown state. This allows you to tack on an OTG-capable Liberation and combo into a Chaotic Flame afterward!



# Battle Plan

Most character match-ups with Dormammu involve the opposing character being the aggressor trying to close the distance, while Dormammu is used to keep them away to buy time.

What should you be buying time for? The major examples are:

**To lay down a Flame Carpet, completely closing off the ground route for your adversary**

**To store Dark Spells, increasing your options and damage output**

**To set up a cross-up mix-up using Mass Change M or H in tandem with either Dark Matter or a crossover assist**

**To allow crossover assists to recharge**

**To pressure your rival with Purification attacks to inflict chip damage**

**To get Stalking Flare into play, attacking your opponent while buying more time**

The priority order of the above items fluctuates depending on several factors in a given match: the distance between Dormammu and the opposing character, the distance from the corner, the crossover assists available, and the amount of Dark Spell points stored are several factors you should be accounting for when making a decision.

Dark Matter ( $\triangleleft$  +  $\text{H}$ ) and Purification comprise the backbone of Dormammu's ranged keepaway options. Tossing out Dark Matter ensures that your opponent must take to the air to advance forward, limiting their movement options. Immediately after the Dark Matter projectile is created, cancel into a Purification pillar placed directly in front of your rival. This is important—inflicting an insignificant amount of chip damage is much less valuable in the long run when compared to the time you earn by restricting forward movement. Once your adversary becomes hesitant to move forward for fear of running into a pillar, learn to recognize this and capitalize on it, and instead store Dark Spells and create Flame Carpets with the time that you have earned!

If the opposing character is hit by a Purification pillar, you should try to predict which direction your adversary will try to air recover in. If they air recover forward, cut them off with a Purification placed in front of them, or simply lay down a Flame Carpet if their aerial movement options aren't strong enough to get behind Dormammu. If your foe air recovers backwards, you've earned yourself a huge chunk of time to play around with; store a Dark Spell, plop down a Flame Carpet along with a crossover assist, then plan your next move!

Dark Matter becomes much more potent when used in tandem with a long range crossover assist: simply press  $\triangleleft$  +  $\text{H}$  +  $\text{P1/P2}$  to send out multiple threats on the screen at once! Depending on the assist used, this gives you much more flexibility on viable options for canceling the Dark Matter projectile into: Dark Spell, Mass Change M to cross up your opponent, Stalking Flare—the possibilities really start to open up!

Flame Carpet has been significantly weakened in *Ultimate Marvel vs. Capcom 3*: it now disappears if Dormammu gets hit. This means that you can no longer act as if Dormammu is nearly invincible standing behind it, landing a huge combo from any attempt your competitor made to attack you. Flame Carpet is still an essential part of the Dormammu gameplan—it forces your adversary to take to the air to approach Dormammu, slowing them down and forcing them into a more predictable movement pattern. As long as you don't commit to anything that puts Dormammu in a situation to be hit by aerial attacks, this successfully buys you time! Opponents who can't get behind the Flame Carpet typically have to use projectiles to attack, jump into it while guarding, or simply wait it out. When your foe resorts to projectiles, counter by dropping on top of their head with Mass Change H. If successful, this leads into Dormammu's massive new combos! See the Combo Usage section for details. Jumping into Flame Carpet while guarding is a bad idea, since it lets the Dormammu player get away with anything: air throws, setting up a triangle jump air  $\text{L}$  overhead, setting up a cross-up using both a crossover assist and Mass Change M—all of these options are difficult to defend against and lead into big damage if successful! Trying to wait out the Flame Carpet is great for Dormammu users also: it gives you all the time in the world to do whatever you want!



Flame Carpet now disappears if Dormammu gets hit, so be careful not to leave him open to an obvious aerial attack.



The new cancelable properties of Dark Matter greatly increase its role in Dormammu's gameplan.



Super jumping into the air, activating flight mode, then storing multiple Dark Spell points is a real pain for any competitor to deal with.

Dark Spells are an easy, low-commitment thing to spend your free time on. When faced with the decision of storing Creation or Destruction points, it all depends on what you're trying to accomplish. You can't go wrong with storing Destruction points exclusively; all of the Destruction attacks are useful, and Liberation (Destruction 3) gives you access to a fullscreen attack that can be easily verified into a combo. Having Liberation (Destruction 3) locked and loaded allows you to counter nearly everything your adversary can do on reaction. This forces your opponent to completely shift their focus to baiting you to use the explosion as they advance toward you while guarding. This sort of passive play results in (you guessed it!) more time you've just earned for yourself! Most commonly, your competitors simply try to jump toward you while guarding to try to coax out the explosion; treat this situation the exact same way as you would if you had a Flame Carpet out.

Liberation (Destruction Mix) has a much more specialized role. Save up for the volcano when your aim is simply to inflict massive damage the next time you land a clean hit on your foe. Having a volcano in your back pocket makes it very possible to take out most characters in a single combo; check the Combo Usage section for details.

Liberation (Creation Mix) is great for more defensive-minded play, as it's essentially a Flame Carpet that covers the whole playing field! Once the meteors have been summoned, your adversary typically has no choice but to guard until the meteors have finished raining down. This lasts for a quite a while, and it usually allows you to store another two Dark Spell points! If your opponent hits Dormammu after you've summoned the meteors, they generally get snagged by a few rocks, which allows you to convert that into a combo. This isn't 100% consistent, however; the meteors land in completely random areas on the screen, so it's possible for your competitor to connect a full combo on you while escaping unscathed, especially if the combo involves a lot of forward movement.

An addition to *Ultimate Marvel vs. Capcom 3* makes it much easier for you to find time for Dormammu's Dark Spell. He can now store them in the air! But keep in mind that simply jumping into the air and storing a Dark Spell generally isn't a good idea—Dormammu is completely vulnerable all the way until touching the ground, making this method much more time-consuming than normal. However, super jumping into the air and activating flight mode at the peak of the super jump allows you to quickly store three Dark Spells and still drop down safely! Since Dormammu is a huge threat with three Dark Spell points, the opposing player must make an attempt to stop you. If your opponent is trying to wavedash forward first, you can surprise them storing a Dark Spell, then teleporting Dormammu back down to the ground with Liberation. If your adversary runs into any of the Liberation attacks, you can easily verify the hit and hyper combo cancel to Chaotic Flame! The other main counter to encroaching rivals is to simply use Mass Change M to evade them, then reestablish your defense.



Crouching M has a massive hitbox, making it perfect for anti-airs if given enough time.



Chaotic Flame is incredibly fast; using it immediately after advancing guard can net you some free damage if your opponent likes to perform full chain combos against guarding opponents!

When an aggressor manages to get close, you have stronger options than Dormammu's slow speed would imply. Crouching  $\text{M}$  has a huge displaced attacking hitbox above Dormammu, making it one of the very few basic attacks in the game that is a truly reliable anti-air if performed slightly early. The hitstun on crouching  $\text{M}$  has been drastically reduced in *Ultimate Marvel vs. Capcom 3*; it used to be possible to easily verify that it hit an opponent before canceling into an  $\text{S}$  launcher for a combo. While that anti-air combo is still possible, you must immediately commit to it for it to work now. If your rival jumps into the crouching  $\text{M}$  and guards, they'll be able to easily punish the launcher with a full combo; only execute the launcher if you are absolutely sure that this won't happen!

As an alternative, you can chain the crouching  $\text{M}$  to standing  $\text{H}$  and cancel to Purification  $\text{L}$ . The pillar does not actually combo the target, but it does prevent them from doing anything but guarding after the standing  $\text{H}$  hit. This leaves your foe in the air above you stuck guarding, perfectly setting up an air throw! If your opponent expects the air throw and tries to break it, simply perform anti-air with crouching  $\text{M}$  again!

As with most characters, relying on air throws is another solid way to counter air-based approaches with Dormammu. Jump forward and press  $\triangleleft$  +  $\text{H}$ ; if you get the air throw, great! If an aerial  $\text{H}$  attack comes out instead and makes contact with your opponent, perform a delayed chain into air  $\text{S}$ : if the air  $\text{H}$  hit your adversary, you'll be able to follow up with a full combo for huge damage; see the Combo Usage section for details. If the air  $\text{H}$  is guarded, the opposing character must also guard the air  $\text{S}$  on your way down. This gives you a lot of frame advantage to work with; call a crossover assist and cross your opponent up with Mass Change M!



When you are unsure if your rival is going to approach by the ground or air, simply sticking out the **S** launcher is a strong option. Like crouching **M**, the launcher has a huge displaced hitbox covering the area directly in front of Dormammu, making it very likely that it can beat whatever your adversary is trying to do. Follow up with a combo for a huge chunk of free damage!

Previously, Dormammu only needed enough time to just get the Flame Carpet in play; if the opponent hit him afterward they'd still get fried by the Flame Carpet and allow you to land a combo. This doesn't quite work anymore, making the Flame Carpet a much less attractive option when your competitor is within striking range.

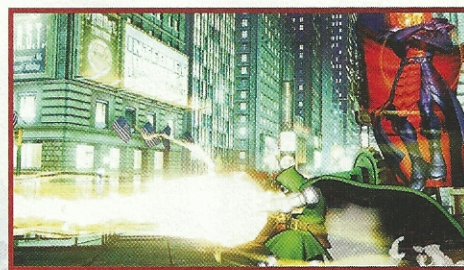
Instead, try using advancing guard to push the opponent away, then immediately using Chaotic Flame. If your rival committed to performing a full guarded chain combo against you, the Chaotic Flame catches them while they are whiffing the next attack in their chain. Learn which attack patterns your opponent is using that can be punished this way, and take your free damage!

Another option is to use Mass Change M to get behind your adversary whenever the opportunity presents itself. Evade an incoming attack with Mass Change M, airdash down-back to get Dormammu back onto the ground quickly, then reestablish your defense!

Super jumping into the air is a relatively safe option, and from there, you can activate flight mode at the peak of the jump. Once activated, increase the distance from the opposing character by repeatedly canceling up-forward and down-forward airdashes into each other to travel across the screen, then use air **S** to quickly drop down.



All of Dormammu's basic attacks besides **L** can nullify projectiles. Use this to buy some time when being overwhelmed from afar!



Mass Change H is a high-risk but high-reward counter to projectile attacks.

Dormammu's long range attacks are slow and poorly suited to a firefight against other projectile-based characters. These character match-ups can create a situation where you can be overwhelmed from across the screen with the rapid output of projectiles that some characters can manage. Using Chaotic Flame is a simple way to gain the upper hand in these matches, since most likely, you won't have an infinite amount of hyper combo gauge bars to work with. If you do, stop cheating! Dormammu would never cheat!

The simplest counter to projectile usage is to just drop on your opponent's head using Mass Change H. If successful, you'll be able to land a whole combo and possibly take out the opposing character in one shot. Use this judiciously, though: this is the expected behavior for a Dormammu user, and experienced players can typically counter with an air throw that leads into a combo.

Another more stable answer is to simply super jump into the air, activate flight mode, then store three Destruction points. Having access to Liberation (Destruction 3) at the ready almost forces your rival to stop tossing projectiles; if they don't, just nuke them! Storing Dark Spell points from up in the air is something that most ranged characters have a lot of trouble dealing with, outside of simply coming after you. This will usually be much more in Dormammu's favor!

Some characters do have a strong answer to Dark Spell hoarding from above: Ryu, for example, can simply super jump along with you and use air Shinku Hadoken. In these cases, you'll have to do something that requires considerably more finesse: use Dormammu's basic attacks to buy yourself some time from across the screen! All of Dormammu's basic attacks besides **L** have the special property of being able to nullify projectiles. Standing **M** is best for this purpose due to its quick speed and generous amount of active frames. Call a long range crossover assist simultaneously with the standing **M** attack to protect their entry, as well. Upon successfully nullifying a projectile, cancel the standing **M** into a special attack to capitalize on the time earned: counterattacking with Dark Hole H or Purification H generally interrupts anything an opposing player tries, while canceling into Dark Spell: Destruction gets you one step closer to having access to a match-altering Liberation (Destruction 3).

## COMBO USAGE

**I. (OPPONENT CLOSER THAN HALFWAY TO CORNER) CR. **L**, **M**, ST. **H**, → + **H** CANCEL → ↓ ↘ ↙ + **M**, AIR **H**, LAND, FORWARD JUMP, AIR **M**, **H**, **S**, LAND, CR. **M**, **H**, **S** CANCEL → SUPER JUMP, AIR, **M**, **M**, **H**, **S**, LAND, → ↓ ↘ ↙ + **M** CANCEL → ↓ ↘ ↙ + **ATK** **ATK**, MASH **ATK****

**738,100 damage, 6% meter gain**

Dormammu's new abilities of three-hit chains, cancelable Dark Matter, and mashable Chaotic Flame allow him to inflict truckloads of damage in *UMvC3*, albeit with a higher level of execution required. Dark Matter combos require constant awareness of the opposing character's distance to the corner, requiring one of three follow-ups to Dark Matter depending on that distance. If you're ever unsure, just omit the Dark Matter and use the reliable **Combo VII** instead.

Cancel Dark Matter into Mass Change M as soon as the projectile hits your rival to create the proper timing. After the Mass Change M, hit your competitor with air **H** as late as possible to give yourself enough time for the subsequent normal jump and air **M**. You can also just omit the normal jump air **M**, **H**, **S** if that makes the combo too difficult.

Crouching **M** goes right over many crouching characters: you can omit it from the initial hits entirely if you're not positive that the crouching **L** will successfully hit. If guarded, you can still salvage the situation with a strong set-up—simply call a long range crossover assist simultaneously with → + **H**, then cancel into Mass Change M or H for a cross-up mix-up. If no assist is available, you can still cancel to Mass Change H to continue the offense, but an alert adversary can easily counter with an air throw. Canceling Dark Matter into Dark Spell or Purification is usually the more prudent option.

**II. (AGAINST CORNERED OPPONENT) CR. **L**, **M**, ST. **H**, → + **H** CANCEL → ↓ ↘ ↙ + **S**, AIR **M**, **H**, **S**, LAND, JUMP FORWARD, AIR **M**, **H**, **S**, LAND, CR. **M**, **H**, **S** CANCEL → SUPER JUMP, AIR, **M**, **M**, **H**, **S**, LAND, → ↓ ↘ ↙ + **ATK** CANCEL → ↓ ↘ ↙ + **ATK** **ATK**, MASH **ATK****

**755,400 damage, 19% meter gain**

The corner variant of Dormammu's new combo inflicts even more damage, using flight mode to get an additional aerial chain. The distance requirement to the corner for this combo is fairly generous—even if your attacker is a fair distance away from the corner, you can still perform the combo by simply flying forward after the flight cancel.

**DORMAMMU**



## COMBO USAGE CONT.

**III.** (OPPONENT FARTHER THAN HALFWAY TO CORNER) CR. **L**, **M**, ST. **H**, → + **H** CANCEL → ← ↓ ↘ + **L**, AIRDASH DOWN, AIR **H**, LAND, CR. **M**, **H**, **S** CANCEL → SUPER JUMP, AIR, **M**, **M**, **H**, **S**, LAND, → ↓ ↘ + **M** CANCEL → ↓ ↘ → + **ATK** **ATK**, MASH **ATK**

700,500 damage, 14% meter loss

Considerably more difficult than the other two variations of the combo, this combo requires you to cancel Dark Matter into Mass Change L with an unintuitive timing: immediately before the opposing character is about to hit the wall. After Mass Change L, immediately airdash down and press **H** to lift your challenger before they hit the ground.

**IV.** (OPPONENT IN AIR, CLOSER THAN HALFWAY TO CORNER) AIR **H**, **S**, LAND, CR. **M**, ST. **H**, → + **H** CANCEL → ← ↓ ↘ + **M**, AIR **S**, LAND, CR. **M**, **H**, **S** CANCEL → SUPER JUMP, AIR, **M**, **M**, **H**, **S**, LAND, → ↓ ↘ + **M** CANCEL → ↓ ↘ → + **ATK** **ATK**, MASH **ATK**

766,700 damage, 35% meter loss

An air-to-air combo that also doubles as an air throw attempt and pays huge dividends if it hits! Like the above combos, the most optimized combos in this situation involve Dark Matter, which require an awareness of your opponent's distance to the corner.

**V.** (OPPONENT IN AIR, CLOSER THAN HALFWAY TO CORNER) FORWARD OR BACKWARD AIR THROW, AIRDASH DOWN-FORWARD, LAND, ST. **H**, → + **H** CANCEL → ← ↓ ↘ + **L**, AIRDASH DOWN, AIR **H**, LAND, CR. **M**, **H**, **S** CANCEL → SUPER JUMP, AIR, **M**, **M**, **H**, **S**, LAND, → ↓ ↘ + **M** CANCEL → ↓ ↘ → + **ATK** **ATK**, MASH **ATK**

565,800 damage, 15% meter loss

This air throw combo only works when you air throw the opponent from over Dormammu's airdash height restriction, which is almost at the peak of his jump.

If the air throw was performed too low to the ground, the simply use Purification M to Chaotic Flame: it still results in a solid 420,500 damage!

**VI.** CR. **L**, **M**, **H**, **S** CANCEL → SUPER JUMP, AIR **M**, **M**, **H**, **S**, LAND, → ↓ ↘ + **M** CANCEL → ↓ ↘ → + **ATK** **ATK**, MASH **ATK**

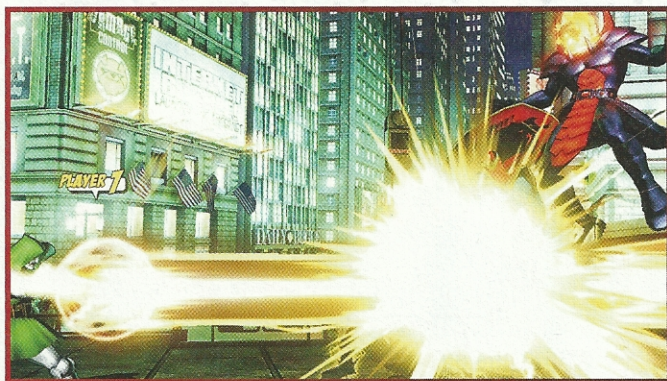
632,100 damage, 40% meter loss

A much easier combo than **Combo I**, **II**, and **III**, it doesn't require any fancy re-jumping or spatial awareness. It's also great for online play in sub-optimal conditions!

**“A NEW WILL GRIPS THE EARTH!  
THE SKY, THE ETHER, MY WILL!”**

## ADVANCED TACTICS

### DORMAMMU'S FAVORITE HOMIES



Beam-based crossover assists allow Dormammu to threaten with sudden cross-ups at almost any time!

One of the greatest assets Dormammu can have is a crossover assist who fires a beam projectile, like Doctor Doom— $\alpha$  or Iron Man— $\alpha$ . This gives you an incredible tool: the ability to put your opponent in a cross-up mix-up whenever they're on the ground! Simply call the assist immediately before performing Mass Change M or H: if the beam hits your rival, you'll be able to capitalize with a full combo! See the Combo Appendix section for details!

There are a number of common situations in which you can easily set up this mix-up:

Perform a guarded chain combo to standing **H**, use Dark Matter and crossover assist simultaneously, cancel to Mass Change M

While your adversary is worrying about Flame Carpet or Liberation (Destruction 3)

After forcing your competitor to guard Stalking Flare

As your opponent is coming down from a jump

The only really reliable way for the opposing character to avoid this mix-up is to stay in the air, above the beam. Be ready to anti-air with crouching **M** or air **H** (which is also an air throw attempt). If your adversary is landing farther away, simply time your beam cross-up mix-up to hit as they land!



# ADVANCED TACTICS CONTINUED

## I SUMMON THE POWER (OF CHEAPNESS)



If your opponent has used their X-Factor already, Dormammu with level 3 X-Factor can get a nearly guaranteed K.O. using multiple Stalking Flares!

If your adversary uses their X-Factor before you do, a huge window of opportunity comes up—if Dormammu defeats the second character on their team, he can set up a multitude of Stalking Flare projectiles that the opponent cannot avoid. With the additional damage of level 3 X-Factor, each Stalking Flare guarded results in 216,000 points of chip damage. If you have enough hyper combo gauge bars to burn, you can stack a bunch of Stalking Flares on top of each other for an unavoidable K.O. before your rival even touches the ground!

When finishing off the opposing player's second character in a combo, end the combo by hyper combo canceling Purification into Stalking Flare instead of Chaotic Flame, then immediately activate X-Factor and perform another Stalking Flare. Try to get as many Stalking Flares as you can into play before your competitor's final character comes in. The first projectile roams over and hangs out directly in front of where the final character will spawn, forcing them to guard it. From there, the rest of the Stalking Flares home in on the opponent's character while they are guarding the first, resulting in a ridiculous amount of unavoidable chip damage!



# DORMAMMU

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

Hyper combo cancel the final OTG Purification in a combo within its first one to two hits to reliably get the Chaotic Flame to hit

Slightly delay the air **S** in any normal jump chain to give Dormammu more time to reach the ground before his adversary

(AGAINST CLOSER THAN HALF-SCREEN TO THE CORNER) CR. **L**, **M**, ST. **H**, **→** + **H** **CANCEL** **→** **←** **↓** **↖** + **M**, AIR **S**, LAND, CR. **H**, **S** **CANCEL** **→**

SUPER JUMP **CANCEL** **→** **↓** **↖** **←** + **H**, **S** **CANCEL** **→** SUPER JUMP, AIR, **M**, **M**, **H**, **S**, LAND, **→** **↓** **↖** + **ATK** **CANCEL** **→** **↓** **↖** **→** + **ATK** **ATK**, MASH **ATK**

Notes	Damage
Requires 2 destruction points, 1 creation point. Jump-cancel the <b>S</b> launcher into Liberation by performing <b>↓</b> <b>↖</b> <b>←</b> <b>↖</b> + <b>H</b>	886,300 damage, 59% meter gain

(AGAINST CORNERED OPPONENT) CR. **L**, **M**, ST. **H**, **→** + **H** **CANCEL** **→** **↓** **↖** **←** + **S**, AIR **M**, **H**, **S**, LAND, JUMP FORWARD, AIR **M**, **H**, **S**,

LAND, CR. **H**, **S** **CANCEL** **→** SUPER JUMP **CANCEL** **→** **↓** **↖** **←** + **H**, **S** **CANCEL** **→** SUPER JUMP, AIR, **M**, **M**, **H**, **S**, LAND, **→** **↓** **↖** + **ATK** **CANCEL** **→**

**↓** **↖** **→** + **ATK** **ATK**, MASH **ATK**

Notes	Damage
Requires 2 destruction points, 1 creation point. Super jump cancel the <b>S</b> launcher to Liberation before Dormammu leaves the ground. Slightly delay canceling the crouching <b>H</b> to <b>S</b> to ensure that your target is low enough for Liberation (Destruction Mix) to hit	940,900 damage, 91% meter gain

**P1+P2**, **←** **↓** **↖** + **M**, AIR **H**, LAND, ST. **H**, **→** + **H** **CANCEL** **→** **←** **↓** **↖** + **L**, DOWNWARD AIRDASH, AIR **H**, LAND, CR. **M**, **H**, **S** **CANCEL** **→**

SUPER JUMP, AIR **M**, **M**, **H**, **S**, LAND, **→** **↓** **↖** + **ATK** **CANCEL** **→** **↓** **↖** **→** + **ATK** **ATK**, MASH **ATK**

Notes	Damage
Combo from cross-up beam assist using Doctor Doom— <b>α</b>	566,100 damage, 3% meter loss

(OPPONENT CLOSER THAN HALFWAY TO CORNER) CR. **L**, **M**, ST. **H**, **→** + **H** **CANCEL** **→** **←** **↓** **↖** + **M**, AIR **H**, LAND, FORWARD JUMP, AIR **M**, **H**,

**S**, LAND, CR. **M**, **H**, **S** **CANCEL** **→** SUPER JUMP, AIR, **M**, **M**, **H**, **S**, LAND, **→** **↓** **↖** + **ATK** **ATK**, **→** **↓** **↖** + **M** **CANCEL** **→** **↓** **↖** **→** + **ATK** **ATK**, MASH **ATK**

Notes	Damage
4-bar combo using Dark Dimension	1,134,400 damage, 294% meter loss

**↓** **↖** **←** + **H**, **↓** **↖** **→** + **H** **CANCEL** **→** **↓** **↖** **→** + **ATK** **ATK**, MASH **ATK**

Notes	Damage
Requires 3 Dark Spell points, fullscreen combo from any Liberation (Destruction 3) hit	460,500 damage, 63% meter loss

(OPPONENT CLOSER THAN HALFWAY TO CORNER) **→** + **H** **CANCEL** **→** **←** **↓** **↖** + **M**, AIRDASH DOWN, LAND, **↓** **↖** **→** + **ATK** **CANCEL** **→** **↓** **↖** **→** + **ATK** **ATK**

Notes	Damage
Combo from cross-up Dark Matter	444,700 damage, 79% meter loss



# HULK

**"HULK SMASH! HULK WIN!  
HULK THE STRONGEST!"**

## Bio

### REAL NAME

Bruce Banner

### OCCUPATION

Former Nuclear  
Physicist

### ABILITIES

As Banner, he has a genius-level intellect. As the Hulk, he is one of the most powerful beings on the planet. His body is able to withstand even the most extreme conditions.

### WEAPONS

None

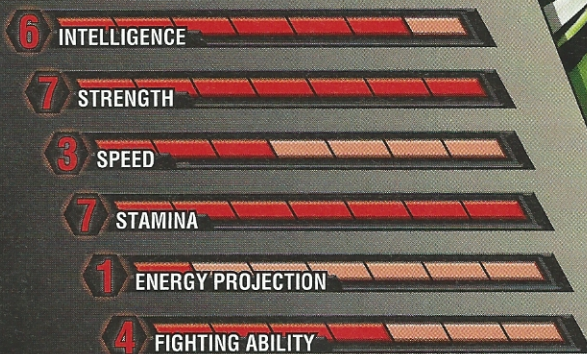
### PROFILE

A genius scientist, Bruce accidentally absorbed huge amounts of gamma radiation during a bomb test. As a result, when his anger or negative emotions reach a boiling point, he transforms into the green-skinned Hulk, complete with incredible power that sets the standard for strength.

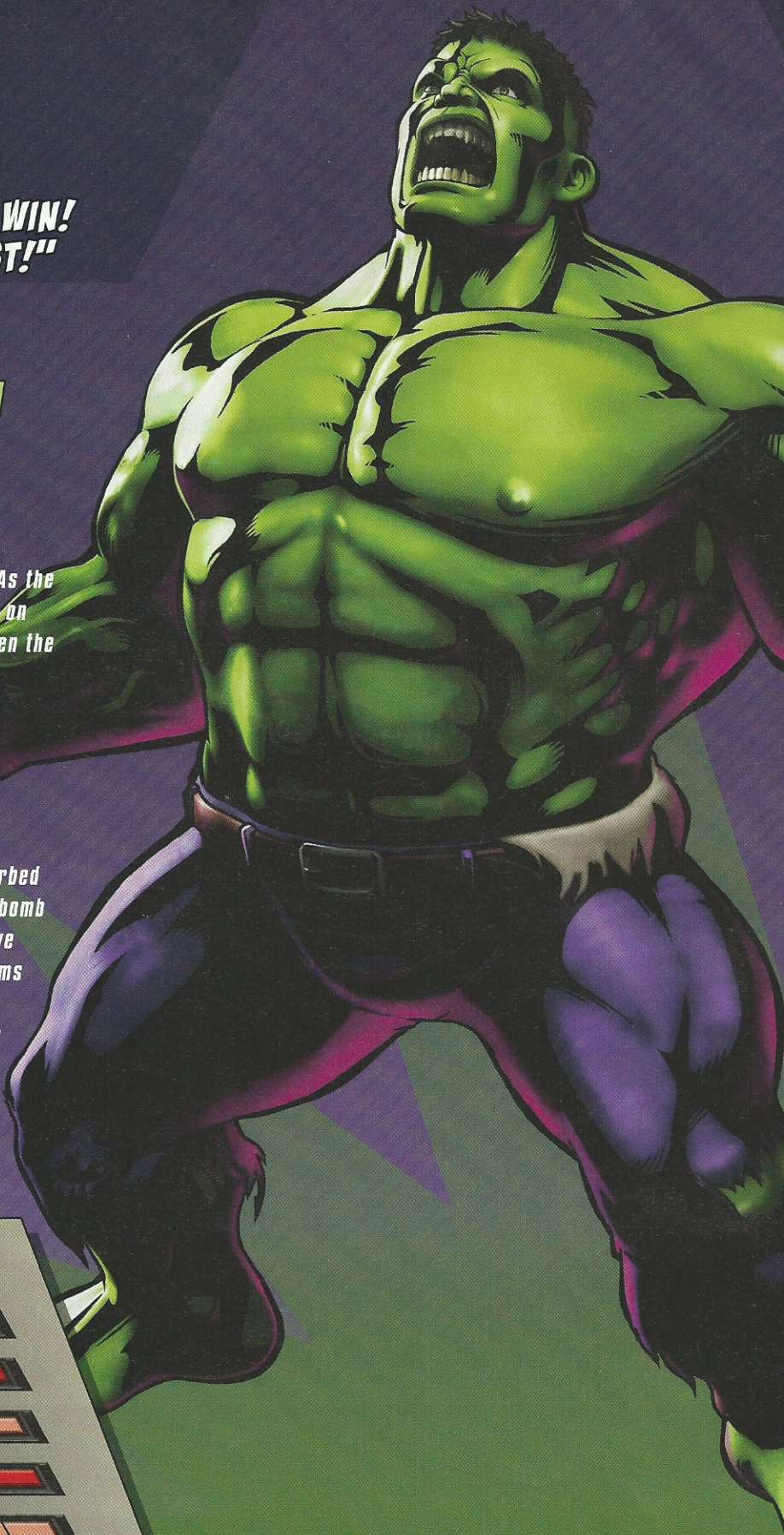
### FIRST APPEARANCE

*The Incredible Hulk* #1 [1962]

## POWER GRID

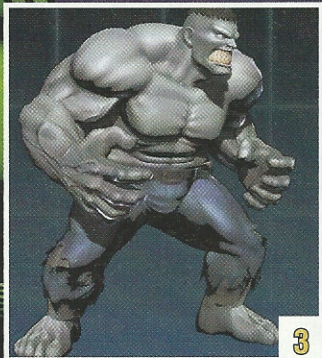


\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



## Overview

<b>Vitality</b>	<b>1,200,000</b>
<b>Chain Combo Archetype</b>	<b>2-Hit Limited</b>

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	140%	100%
Level 2 (2 teammates remaining)	170%	100%
Level 3 (1 teammate remaining)	200%	100%

Hulk's main strength lies in his ability to plow through his opponent's attacks with his numerous super armor-enabled attacks. As such, your goal when using Hulk is simple: get within striking range of his fearsome standing **H** attack!

What's so great about being in range of standing **H**?

Standing **H** covers a large portion of the screen and has super armor properties to muscle through the opponent's attacks, often hitting both point and assist characters and leading into a damaging combo

If the other player is wary of standing **H** they will behave much more passively, opening up opportunities to catch them with Hulk's long range Gamma Tornado throw attacks

Opponents that run away from Hulk's mix-up of standing **H** and Gamma Tornado will often voluntarily run straight into the corner

If Hulk is so big and slow, how does one maneuver him into position to threaten with standing **H**?

Pestering them from afar with Gamma Wave **H**, coaxing the opponent to voluntarily move into Hulk's desired range

Calling long range crossover assists while dashing forward or using Gamma Charge

Patently dashing and jumping forward while guarding attacks, attempting to push the enemy back into the corner

### TUNING SINCE ORIGINAL MVC3

Amusingly, Hulk's new tools in *Ultimate Marvel vs. Capcom 3* allow him to do even more damage than before! Gamma Charge 2nd M now wall bounces the enemy, adding a ridiculous amount of damage to his combos while pushing his foe much farther into the corner. If the opponent ends up in the corner after a combo, Hulk can easily inflict more than 900,000 points of damage with a single hyper combo bar!

Along with his increased damage potential, Gamma Charge now has super armor properties that greatly improve Hulk's chances at getting near an opponent with projectiles. Gamma Charge is still just as unsafe if guarded, so Hulk's reliance on long range crossover assists is still present, unfortunately.

Hulk also received a new command attack, the Impact Punch. This attack essentially gives Hulk a 3-hit chain combo, resulting in extra damage in combos in addition to making it easier to verify hits before committing to Gamma Charge (Anti-Air).

Recovery frames of standing **L** decreased from 27 to 14

Gamma Charge now has super armor properties, starting from frame 9, also bounces opponents slightly higher into the air

Gamma Charge 2nd M (Anti-Air) now wall bounces opponent

New command move, Impact Punch **→ + M**: an attack that has armor properties and can be charged to cause a wall bounce



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	85,000	680	9	3	14	+2	-1	—
2	Standing <b>M</b>	1	90,000	720	13	3	33	-10	-10	1 hit of super armor during frames 3-15, knocks down foe
3	Standing <b>H</b>	1	120,000	960	15	4	37	—	-15	1 hit of super armor during frames 6-18, ground bounces opponent, hard knockdown



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	58,000	464	9	3	19	-3	-6	Low attack
2	Crouching <b>M</b>	1	85,000	680	14	3	26	-5	-9	—
3	Crouching <b>H</b>	1	100,000	800	12	4	34	—	-12	Knocks down



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	2	121,000	1040	10	2(2)3	36	—	-13	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	60,000	480	7	3	18	+15	+13	Overhead attack
2	Air <b>M</b>	1	90,000	720	13	3	19	+20	+16	Overhead attack
3	Air <b>H</b>	1	110,000	880	16	5	18	—	-2	Overhead attack, staggers grounded foes for 49 frames





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	130,000	1040	17	3	36	—	+16	Causes hard knockdown if used in launcher combo, otherwise ground bounces adversary
2	Air <b>↕</b> + <b>S</b> (during launcher combo)	1	65,000	520	9	6	Until grounded	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>↔</b> or <b>↔</b> + <b>S</b> (during launcher combo)	1	65,000	520	9	6	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter from foe
4	Air <b>↕</b> + <b>S</b> (during launcher combo)	1	35,000	280	9	6	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Impact Punch (can be charged)	<b>↔</b> + <b>M</b>	1	115,000–140,000	920–1120	16–46	5	28	+4	-7	Knocks down, fully charged hit causes wall bounce, 1 hit of super armor during frames 10–19 (uncharged) or 10–48 (charged)



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↔</b> + <b>H</b> (ground)	1	100,000	1000	1	1	Hard knockdown
	<b>↔</b> + <b>H</b> (ground)	1	100,000	1000	1	1	Hard knockdown
2	<b>↔</b> + <b>H</b> (air)	1	100,000	1000	1	1	Hard knockdown
	<b>↔</b> + <b>H</b> (air)	1	100,000	1000	1	1	Hard knockdown



HULK



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Hulk— $\alpha$	Gamma Tsunami	Gamma Wave M	3	108,300	960	47	—	123	93	OTG-capable, knocks down, projectiles are in play a total of 28 frames, each projectile has 5 low priority durability points
2	Hulk— $\beta$	Gamma Quake	Gamma Charge M (Anti-Air)	4	137,400	1280	29	19	129	99	1 hit of super armor during frames 23-32
3	Hulk— $\gamma$	Gamma Crush	Gamma Charge M	4	137,400	1280	33	8	131	101	1 hit of super armor during frames 27-36



Hulk— $\alpha$  throws out three OTG-capable grounded projectiles, each with 5 low priority durability points. This assist is useful for chewing through enemy projectiles, pushing your opponent back, or forcing your foe into the air to avoid the attack. The main drawback of Hulk— $\alpha$  is its slow startup time, which tends to make it impractical for extended projectile battles or continuing combos off of enemies in a hard knockdown state. Overall, the long range capabilities of this assist make Hulk— $\alpha$  a good all-around fit for a lot of teams.

Hulk— $\beta$  serves as an anti-air assist, launching Hulk upwards wherever he was called. It has the fastest startup of all of Hulk's assists, and also has super armor properties that activate as soon as Hulk comes into play. This makes the Gamma Charge (Anti-Air) assist an excellent defensive crossover assist that can be used in a similar manner to the dreaded Haggar— $\alpha$  Double Lariat! On the downside, Hulk— $\beta$  only has a single hit of armor, which can sometimes result in situations where he will get stopped by multi-hit attacks. It is also much more difficult to convert an errant Hulk— $\beta$  hit into a combo when compared to Haggar— $\alpha$  or a powered-up Hsien-Ko— $\gamma$ . Regardless, having a dependable defensive crossover assist is an enormous asset!

Hulk— $\gamma$ 's Gamma Charge also has super armor properties to plow through attacks, but unfortunately Hulk is vulnerable for 2 frames before the effect kicks in. While this is still a strong asset, it isn't nearly as dependable as Hulk— $\beta$ 's assist. Having much more horizontal range and being easier to combo from is a huge asset however, and these factors should definitely be taken into account when deciding which crossover assist type to choose for Hulk.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ ↙ + P1+P2	1	50,000	500 - (-1 hyper meter bar)	1	3	33	—	-10

**Notes**  
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Gamma Wave L	⇐ (charge), ⇒ + L	2	76,000	640	19	—	34	—	-1	OTG-capable, knocks down, projectiles are in play for a total of 23 frames, charge time required is 45 frames, each projectile has 5 low priority durability points
	Gamma Wave M	⇐ (charge), ⇒ + M	3	108,300	960	23	—	36	—	-5	OTG-capable, knocks down, projectiles are in play for a total of 28 frames, charge time required is 45 frames, each projectile has 5 low priority durability points
	Gamma Wave H	⇐ (charge), ⇒ + H	4	137,400	1280	27	—	36	—	-6	OTG-capable, knocks down, projectiles are in play for a total of 32 frames, charge time required is 45 frames, each projectile has 5 low priority durability points
2	Gamma Charge L	↓ ↘ ↙ + L	3	135,400	1200	9	6	36	-12	-12	Knocks down, 1 hit of super armor from frames 9-15
	Gamma Charge M	↓ ↘ ↙ + M	4	171,800	1600	9	8	39	-15	-15	Knocks down, 1 hit of super armor from frames 9-17
	Gamma Charge H	↓ ↘ ↙ + H	5	204,600	2000	9	10	42	-18	-18	Knocks down, 1 hit of super armor from frames 9-19
3	Gamma Charge 2nd L	(During Gamma Charge) L	1	70,000	560	9	10	27	—	-11	1 hit of super armor during frames 3-15, must input command during frames 9-25 of Gamma Charge, knocks down
4	Gamma Charge 2nd M	(During Gamma Charge) M	1	70,000	560	7	19	35	—	-28	1 hit of super armor during frames 3-15, must input command during frames 9-25 of Gamma Charge, knocks down
5	Gamma Charge 2nd H	(During Gamma Charge) H	1	70,000	560	9	10	32	—	-16	1 hit of super armor during frames 3-15, must input command during frames 9-25 of Gamma Charge, knocks down



## Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
6	Gamma Charge L (Anti-Air)	⇨⇩⇩ + L	3	135,400	1200	5	6	44	-20	-22	1 hit of super armor during frames 6-11, knocks down
	Gamma Charge M (Anti-Air)	⇨⇩⇩ + M	4	171,800	1600	5	19	38	-25	-29	1 hit of super armor during frames 6-11, knocks down
	Gamma Charge H (Anti-Air)	⇨⇩⇩ + H	5	204,600	2000	5	25	48	-39	-43	1 hit of super armor during frames 6-11, knocks down
7	Gamma Charge 2nd L (Anti-Air)	(During Gamma Charge (Anti-Air)) L	1	70,000	560	10	6	Until grounded, 10 frames of recovery	+6	-28	Must input command during frames 5-25 of Gamma Charge (Anti-Air), knocks down
8	Gamma Charge 2nd M (Anti-Air)	(During Gamma Charge (Anti-Air)) M	1	70,000	560	10	6	Until grounded, 10 frames of recovery	—	+2	Wall bounces foe, must input command during frames 5-25 of Gamma Charge (Anti-Air), knocks down
9	Gamma Charge 2nd H (Anti-Air)	(During Gamma Charge (Anti-Air)) H	1	70,000	560	10	6	Until grounded, 10 frames of recovery	—	+8	Ground bounces opponent, causes hard knockdown, must input command during frames 5-25 of Gamma Charge (Anti-Air)
10	Gamma Tornado L	⇨⇩⇩⇩⇩ + L	2-11	92,000-200,000	920-2000	11	2	28	—	—	Throw attack, hard knockdown, can be mashed for additional damage
	Gamma Tornado M	⇨⇩⇩⇩⇩ + M	2-11	92,000-200,000	920-2000	16	2	23	—	—	Throw attack, hard knockdown, can be mashed for additional damage
11	Gamma Tornado H	⇨⇩⇩⇩⇩ + H	2-11	92,000-200,000	920-2000	18	2	21	—	—	Throw attack, hard knockdown, can be mashed for additional damage



**Gamma Wave:** As one of his few long range options, Gamma Wave is one of the greatest tools in Hulk's arsenal. Each projectile in Gamma Wave has 5 low priority durability points—enough to chew up a majority of standard projectiles in the game. Gamma Wave serves many different purposes: hitting foes from almost a full screen away, pushing characters back into the corner, or using its OTG properties to extend combos. Surprisingly, long range

characters that are primarily based on the ground have a lot of trouble beating a Hulk player that is simply using Gamma Wave H repeatedly. If these characters don't have strong aerial projectile options they will have to take the initiative and move towards the Hulk, getting the dirty work done for you! As a combo ender, Gamma Wave is great for getting a few last hits in when either Gamma Tsunami or Gamma Quake is not viable. In the corner, Gamma Wave can be canceled into Gamma Crush for mega damage!



**Gamma Charge:** Hulk rushes forward toward his target, with the distance traveled dependent on the attack button used. You can use Gamma Charge to shore up Hulk's defensive positioning on a blocked normal hit: most of his normal attacks are very unsafe on block, so canceling into Gamma Charge and retreating with Gamma Charge 2nd H can give Hulk some much-needed breathing room. Attacking with Gamma Charge is a little trickier, but on hit, it can

be canceled into Gamma Crush for some serious damage.

Arguably Hulk's biggest improvement in *Ultimate Marvel vs. Capcom 3*, the Gamma Charge attacks now have a single hit of armor starting from frame 9. This makes Hulk much more able to approach opponents that are trying to keep him out with long range single-hit projectiles: call a crossover assist for backup, then plow through the projectile with Gamma Charge H!



**Gamma Charge 2nd L:** After visually confirming the hit of Gamma Charge, you can use Gamma Charge 2nd L for an extra hit of damage and a knockdown. It can also be canceled into Gamma Crush to apply extra damage to your foe. While Gamma Charge 2nd L has super armor properties, it's impractical to try to leverage that in an actual match: having to first perform the preceding Gamma Charge makes it nearly impossible to properly time.



**Gamma Charge 2nd M:** This variation of Gamma Charge 2nd causes Hulk to attack straight up. You can employ this move to hit adversaries attempting to jump over Gamma Charge, but it is easily blocked and punished.



**Gamma Charge 2nd H:** Gamma Charge 2nd H causes Hulk to dash back in the direction he came from. This move is most useful for retreating when Gamma Charge is blocked, but fast, long range hyper combos can easily punish it. If this happens, react to the situation and hyper combo cancel into the invincible Gamma Crush to inflict huge damage on them instead!



**Gamma Charge (Anti-Air):** Hulk launches straight up with a powerful attack, the distance and damage determined by the attack button pressed. Gamma Charge has super armor properties, but they do not apply until the active frames have started. While this attack is serviceable as an anti-air, you'll generally want to use the trusty standing H attack instead for the same purpose; standing H covers a much larger area, activates super armor more quickly, and more consistently leads into a combo. As such, Gamma Charge (Anti-Air) is mainly used for its M and H follow-up attacks.



**Gamma Charge 2nd L (Anti-Air):** If Gamma Charge (Anti-Air) hits and your foe is too high to hit with Gamma Charge 2nd M (Anti-Air) or Gamma Charge 2nd H (Anti-Air), use the L version to score a free extra hit. With some practice, you can generally use Gamma Charge 2nd M (Anti-Air) as late as possible for a much high payoff, making it difficult to utilize to justify using this attack.



**Gamma Charge 2nd M (Anti-Air):** The M version of Gamma Charge 2nd (Anti-Air) has gained an enormous boost in *Ultimate Marvel vs. Capcom 3*: rivals are wall bounced on hit, opening up a whole new world of combo opportunities for Hulk!

# HULK





**Gamma Charge 2nd H (Anti-Air):** Gamma Charge 2nd H (Anti-Air) is another very important tool for

Hulk, serving a few different purposes in his gameplan. From an offensive standpoint, it ground bounces a competitor, leaving them open for huge combos. Perhaps more importantly, it is completely safe if guarded. When Hulk's basic attacks are guarded, if going for a Gamma Tornado throw seems too risky, cancel Gamma Charge 2nd H (Anti-Air) to leave Hulk right next to the opponent's character with frame advantage. While this will typically result in the Hulk getting pushed across the screen by advancing guard, it's still easily the safest option at your disposal.



**Gamma Tornado L & M:** Gamma Tornado L and M are throw attacks with great range and can be mashed for additional damage. All versions of Gamma Tornado leave the opponent in a hard knockdown state, allowing you to add one of Hulk's OTG-capable hyper combos or an OTG-capable assist

to lead into a big combo. The main differences between these two versions of Gamma Tornado come down to range and speed. Gamma Tornado L is faster, but Gamma Tornado M has much longer reach. Both versions are horrendously slow however, so you must sufficiently scare your opponent into not pressing buttons to establish this threat.

If your adversary is guarding near you and expecting one of Hulk's super armor attacks, such as standing **M**, **H**, or Impact Punch, it can be a great opportunity to surprise them with Gamma Tornado. Whenever your challenger relies on advancing guard to push Hulk away, don't give them anything to guard in the first place: grab 'em with Gamma Tornado M!



**Gamma Tornado H:** Utilize Gamma Tornado H as a mix-up to the L and M versions when you think your opponent will try to jump to avoid being grabbed. It has a very slow startup time, but opposing characters cannot throw escape out of it. Grab guarding targets who are jumping away from you, or use it in situations where your foe has used air recovery. It can also work as an effective anti-air against adversaries super jumping toward you.

## Hyper Combos

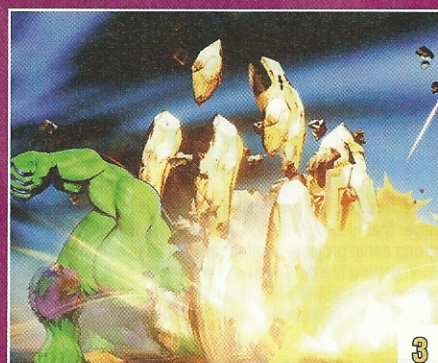
Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Gamma Tsunami	↓ ↘ ↙ + ATK-ATK	5	327,400	6+15	24	39	—	-11	OTG-capable, knocks down, each projectile has 3 high priority durability points
2	Gamma Crush	↓ ↘ ↙ + ATK-ATK	8	403,700	5+10	56	48	—	-25	Invincible from frames 1-73, hard knockdown
3	Gamma Quake	⇒ ↓ ↘ + ATK-ATK	11	301,400	6+9	81	89	—	+13	OTG-capable, knocks down, rocks begin hitting a standing foe 34 frames after quake is initiated, each projectile has 3 high priority durability points



**Gamma Tsunami:** Gamma Tsunami is a projectile hyper combo that quickly covers the bottom of the screen and can be used to easily hit your opponent in many situations. It deals more damage the closer Hulk is to his foe, but it misses several hits if used while your rival is in the corner. This hyper combo is OTG-capable, making it the perfect ender for midscreen combos. In the corner, however, you'll want to go with Gamma Quake or land an OTG-capable Gamma Wave and hyper combo cancel into the massively damaging Gamma Crush.



**Gamma Crush:** With Gamma Crush, Hulk flies high into the air and comes crashing down with giant red-hot boulder. It has a ton of invincibility, making it a great high-reward attack against other hyper combos and crossover combinations, dealing a whopping 400,000 damage on a successful hit. If a combo ends in the corner, pick up your adversary with an OTG assist or Gamma Wave L, and immediately cancel into Gamma Crush for a big damage boost. It's also a good option during team hyper combos, since any hyper combo that leaves the opponent high in the air is ripe pickings for this high-flying attack. Gamma Crush is very unsafe if guarded, so be sure you have enough meter to team hyper combo to something safer if you plan on using this move defensively.



**Gamma Quake:** This OTG-capable hyper is often used as a combo ender in the corner, where Gamma Tsunami misses most of its hits. Outside of combos, you can use Gamma Quake to hyper combo cancel out of a blocked Gamma Charge attack, giving you a positive frame advantage to continue your assault.

There are drawbacks to look for when using Gamma Quake—namely the large gap between the point when Hulk hits the ground and the rocks start hitting the opponent. If your foe is quick enough, they can counterattack Hulk before the rocks drop down: throws and level 3 hyper combos have several invincible frames that ignore the rocks completely, and teleporters can get right behind Hulk and make your life miserable with a combo. Conversely, you can use the gap it take for the rocks to appear to THC into another hyper combo, as the rocks still come out regardless of whether Hulk is in play or not.

Gamma Quake can be used effectively in team hyper combos: THC to Gamma Quake to safely tag in Hulk, or THC to another teammate immediately after Hulk pounds the ground to help cover their entrance.

**“PUNY HUMAN TRY AND FIGHT HULK. AND THEY SAY IT HULK WHO NOT SMART!”**



# Battle Plan



Gamma Wave H can beat out most ranged attacks, and it is great for pushing grounded foes back into the corner.



Hulk's standing (M) and (H) attacks have super armor that can absorb attacks. Take advantage of this property to counterattack competitors and transition into deadly combos.

As the old saying goes, "Hulk's the strongest one there is!" With his high damage output and super armor attributes on a large number of his moves, Hulk is one of the heaviest hitters on the *Ultimate Marvel vs. Capcom 3* roster. However, adding Hulk to your team isn't without some drawbacks: Hulk is slow when it comes to mobility, attack speed and recovery, and his ability to gain meter. But with a bit of knowledge and proper assists (and a whole lot of standing (H)!), Hulk can strike fear into the hearts of many opposing players.

The first priority is to learn how to maneuver Hulk around the screen to cover large distances. His dash is great for covering ground, but you cannot cancel Hulk's dash into basic attacks or guard, leaving jump cancel as the only option. Simply dash forward, jump forward when you see an incoming threat, then immediately tap (L) on the controller to guard in the air. Not only does this let you guard while dashing, guarding attacks in the air will almost always substantially reduce the amount of guardstun placed on a character; as soon as Hulk touches the ground he'll have recovered and be able to move again! This is Hulk's most stable way of advancing against opponents that are trying to keep him out; otherwise you'll have to resort to super jumping forward and hoping for the best.

An alternative method to cover ground involves canceling Hulk's pre-jump frames into Gamma Charge. Input (L) (R) (L) (R) + (ATK) during a dash to cancel the dash straight into Gamma Charge H, allowing you to make contact with an opponent from full-screen quickly. A slow, long range projectile assist Rocket Raccoon—(X) works great here: call the assist while dashing, then perform the jump-canceled Gamma Charge H to make contact with the enemy. The projectiles will connect with your foe soon after, effectively giving you frame advantage after the Gamma Charge.

In the air, Hulk doesn't have any special attacks or movement options to rely on. In fact, the only way you can change his trajectory at all is by using air (H), which stops all of Hulk's forward momentum. You can use this technique to more precisely control Hulk's jumping height. Be sure to follow up an air (H) attack with (S), which covers a huge area below Hulk and results in a ground bounce on hit—and lets you combo your opponent into the corner.

Against some characters you won't even need to approach them; Gamma Wave can be an excellent tool to coax opponents into moving forward. Each rock on screen also has 5 low priority durability points, allowing Hulk to beat out most projectiles, even from a fullscreen distance. The startup is very slow, sometimes forcing Hulk to jump backwards to avoid a projectile before responding with Gamma Wave. However, once you get the rhythm down, you can output a successive string of Gamma Charge H projectiles that can triumph in firefights. Your challenger eventually gets forced to jump to avoid the rocks, to which they can respond by either throwing an air projectile (if they can) or jumping in for an attack. If they jump toward Hulk, respond with your armor-enabled standing (H) attack for a clean anti-air counter!

Many of Hulk's moves have super armor attributes—allowing him to soak up a hit of damage without going into hitstun, which completely changes the dynamics of a match when Hulk gets within striking distance. Standing (H) is much reliable overall due to its enormous area of effect. Opponents that refuse to respect these armor attacks will find themselves repeatedly getting bopped in the head, leading into Hulk's high-damage combos. See the Combo Usage section for details.

Standing (M) is Hulk's fastest super armor normal attack, having only three vulnerable frames before the armor kicks in. Compared to the mighty standing (H) attack standing (M) is best used in a pinch, where speed is of the essence; disregarding link combos and punishment situations, this attack can essentially be considered a 3-frame move! Unfortunately, standing (M) can be crouched under by the large number of the cast, making it best reserved for last-minute anti-air situations against them. The following characters cannot crouch under Hulk's standing (M):

Akuma	Strange	M.O.D.O.K.	She-Hulk
Captain America	Ghost Rider	Nemesis	Spencer
Chris	Haggar	Nova	Taskmaster
Doctor Doom	Hulk	Ryu	Thor
Doctor	Iron Man	Sentinel	Wesker

Always buffer a (L) (R) (L) (R) motion when using armor attacks as anti-air: if the attack hits the opponent, verifying the hit and pressing (S) to continue with a combo is a simple matter. If the attack is guarded, use the (L) (R) (L) (R) input and press (M) to perform a delayed cancel into Gamma Tornado M, grabbing the enemy right as they land. If your opponent wises up to this and starts immediately jumping after guarding, simply cancel into Gamma Tornado H to grab them out of the air instead!

Impact Punch has a completely different role in Hulk's toolset: aside from adding a bit of damage to Hulk's combos, it allows you three hits to visually confirm that Hulk's attacks are hitting the opponent before canceling into the proper attack. If your crouching (L) (M) combo starter is guarded, chain into Impact Punch and hold the button down. Any attempts to attack will get eaten up by the armor-enabled Impact Punch, which you can capitalize on by letting of the button to get a free retaliatory combo. Letting go of the button early also catches opponents trying to jump away; even if they guard Impact Punch in the air, you can cancel into Gamma Tornado for an immediate mix-up! If the opponent is respecting the charging Impact Punch and is sitting nearby, you can perform a goofy mix-up: cancel Impact Punch immediately after release into Gamma Tornado M or H. If performed properly, Hulk will grab your rival before the punch full extends!

The downside to Hulk's super armor attacks is they are all unsafe if guarded, and for good reason! To mitigate this, verify that your opponent is guarding, then cancel into Gamma Charge H (Anti-Air) H to Gamma Charge 2nd H (Anti-Air), leaving Hulk right next to the enemy with frame advantage. Opponents that use advancing guard against your armor attacks will leave Hulk all the way across the screen however. To mitigate this, simultaneously call a slow, long range crossover assist when armor attacks, then cancel into Gamma Charge H and Gamma Charge 2nd L; the assist will make contact immediately after Gamma Charge 2nd L, allowing you to resume pressure on your opponent.

The following characters can crouch under Impact Punch, rendering this tactic almost useless:

Amaterasu	Hawkeye	Rocket Raccoon	Trish
Arthur	Magneto	Spider-Man	Viewtiful Joe
Deadpool	Morrigan	Storm	Wolverine
Felicia	Phoenix	Strider	X-23
Firebrand	Phoenix Wright	Super-Skrull	
Frank West			

Your challengers may simply try to guard Hulk's super armored attacks when he's within range. Now is your chance to psych them out and grab them with Gamma Tornado instead! Opponents jumping backwards are a little trickier to deal with: dash forward, then jump cancel and catch them with a surprise air throw. If this proves difficult to pull off, continue pushing towards the opponent while decreasing their distance to the corner.



Gamma Charge 2nd (Anti-Air) H is one of Hulk's best tools to keep the pressure on in the corner.

Once you get your opponent in the corner, if can land a hit with Hulk, the opposing character is as good as knocked out. The best way to have Hulk apply corner pressure and keep his options open lies in Gamma Charge 2nd H (Anti-Air). Gamma Charge 2nd H (Anti-Air) is safe against a blocking opponent, allowing you to constantly loop (L) (R) (L) (R) + (L) (H) to keep your competitor pinned down. Any attempt to let go of a block or attack will result in a hit and a ground bounce, allowing you to unleash one of Hulk's powerful combos. Should your adversary attempt to use advancing guard to escape, the trajectory of Gamma Charge 2nd H (Anti-Air) keeps Hulk within striking distance of the target. Should they continue to block, mix it up with Gamma Tornado M, followed by a hyper combo, and pile on the damage!

Gamma Charge 2nd H pressure is countered by guarding it in the air, allowing the opponent to immediately move upon landing. Depending on the timing, this will allow them a free combo, or at the very least the initiative to interrupt your next attack. When your opponent begins trying to do this the answer is simple: jump up and grab them an air throw for a quick combo while keeping them stuck in the corner!



# HULK



## COMBO USAGE

**I. (MIDSCREEN REQUIRED) CR. L, M, → + M CANCEL → ↓ ↘ + L (DURING ANTI-AIR GAMMA CHARGE) M, FORWARD DASH, FORWARD JUMP, AIR M, H, S, LAND, ST. M, → + M, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, (IF ENEMY IS MIDSCREEN, CHARGE ←, → + H CANCEL → ↓ ↘ → + ATK ATK) OR (IF THE ENEMY IS LEAD TO A CORNER FROM MIDSCREEN, CHARGE ←, → + L CANCEL → ↓ ↘ ← + ATK ATK)**

**793,000~913,000 damage, 28% meter gain**

Hulk's new bread and butter combo takes full advantage of the buffs he's received in *Ultimate Marvel vs. Capcom 3*, including his new three-hit chain with → + M and wall bounce abilities of Gamma Charge 2nd M (Anti-Air). This combo requires a slight modification when fighting smaller characters such as Rocket Raccoon or Amaterasu (See the Battle Plan section for a full list of characters who can crouch under Impact Punch). Both of these characters can simply duck under → + M, so replace this command attack with crouching L, M before canceling into Gamma Charge L (Anti-Air).

When Hulk is three-fourths of the way from the corner or closer, Gamma Charge 2nd M (Anti-Air) can bounce his rival over his head, making it very difficult to juggle with the following air M, H, S. From this position, use **Combo II** instead.

**II. (CORNER REQUIRED) CR. L, M, → + M CANCEL → ↓ ↘ + L (DURING ANTI-AIR GAMMA CHARGE) H, ST. L, M, → + M, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, CHARGE ←, → + L CANCEL → ↓ ↘ ← + ATK ATK**

**854,600 damage, 11% meter gain**

This combo should be your go-to when you've got your adversary pinned in the corner. The ground bounce ability of Gamma Charge 2nd H (Anti-Air) ensures that your enemy stays in the corner and allows you to easily follow up with the highly damaging Gamma Crush hyper combo.

**III. → ↘ ↓ ↙ ← + ATK, FORWARD DASH, FORWARD JUMP (CALL SHE-HULK—α), LAND, FORWARD JUMP, AIR H, S, LAND, ST. M, → + M, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, (IF ENEMY IS MIDSCREEN, CHARGE ←, → + H CANCEL → ↓ ↘ → + ATK ATK) OR (IF THE ENEMY IS CORNERED, CHARGE ←, → + L CANCEL → ↓ ↘ ← + ATK ATK)**

**609,000~729,000 damage, 2% meter loss**

Hulk's command throw can lead to some decent damage by simply performing ↓ ↘ → + ATK ATK, but with the right assist and mastery of his limited ability to move around quickly, you can increase Hulk's damage output dramatically. For this combo, you'll need to utilize She-Hulk—α for her long range OTG capability. Spend some time in the training room to get down the timing, and make your opponent fear the damage potential of Gamma Tornado.

## ADVANCED TACTICS

### HULK'S GOT HOPS



Hulk's unique dash allows him to hop over many characters when they are crouching. Use this ability with a crossover assist to cross up your opponent.

Hulk's dash has many drawbacks, but it does offer one distinct benefit—Hulk can dash straight over a large chunk of the cast while they're crouching. This gives you the opportunity to perform tricky cross-ups using assists, which can then lead into combos.

A slightly more realistic way to set this up is to force your opponent to guard an assist first, then dash over them at the last second. Since Hulk cannot attack normally out of his dash, perform a jump-canceled Gamma Charge (Anti-Air) by immediately inputting a ↙ ↓ ↘ motion and pressing ATK while hopping over the opponent. If it connects, follow up with Gamma Charge 2nd M (Anti-Air) or Gamma Charge 2nd H (Anti-Air) to begin a damaging combo!

Hulk cannot dash over the following characters while they are crouching:

Akuma	Doctor Doom	M.O.D.O.K.	She-Hulk
Captain America	Haggar	Nemesis	Spencer
Chris	Hulk	Ryu	Thor
	Iron Man	Sentinel	Wesker

Some characters are easier to cross over than others: Rocket Raccoon can be crossed up from almost any point in Hulk's dash, while Taskmaster can only be cleared if the dash is started at a very close distance.



#### IV. FRONT OR BACK AIR THROW, LAND, CHARGE ←, → + L CANCEL → ↓ ↘ ← + ATK ATK

444,300 damage, 86% meter loss

This basic combo from Hulk's air throw is nothing to sneeze at. Begin holding ← to charge for Gamma Wave as soon as the throw animation begins to ensure that the move comes out in time. With an OTG-capable assist, you can transition into a variation similar to **Combo III** for even more damage.

#### V. ST. H, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, (IF ENEMY IS MIDSCREEN, CHARGE ←, → + H CANCEL → ↓ ↘ → + ATK ATK) OR (IF THE ENEMY IS CORNERED, CHARGE ←, → + L CANCEL → ↓ ↘ ← + ATK ATK)

569,400~706,700 damage, 47~40% meter loss

The super armor and ground bounce properties of standing H makes it one of Hulk's most important normal attacks. Should your opponent fall victim to its impressive hitbox, this simple combo leads to a massive amount of damage. To ensure that you land the final portion of the combo, begin charging ← as air S connects with the target.

#### VI. (AGAINST AIRBORNE ENEMY) FORWARD JUMP, AIR M, H, S, LAND, ST. M, → + M, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, (IF ENEMY IS MIDSCREEN, CHARGE ←, → + H CANCEL → ↓ ↘ → + ATK ATK) OR (IF THE ENEMY IS CORNERED, CHARGE ←, → + L CANCEL → ↓ ↘ ← + ATK ATK)

749,600~810,800 damage, 17~13% meter loss

Airborne opponents are not safe from the mighty Hulk! If you suspect that the opposing player is anticipating the attack, you can forgo the first air M in the combo and hold → or ← to option select air H with an air throw. If air H connects, continue with the combo; if you connect the air throw instead, proceed to **Combo IV**.

#### VII. (MIDSCREEN REQUIRED) CR. L, M, → + M CANCEL → ↓ ↘ + L (DURING ANTI-AIR GAMMA CHARGE) M X, LAND FORWARD DASH, FORWARD JUMP, AIR M, H, S, LAND, ST. M, → + M, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, (IF ENEMY IS MIDSCREEN, CHARGE ←, → + H CANCEL → ↓ ↘ → + ATK ATK) OR (IF THE ENEMY IS CORNERED, CHARGE ←, → + L CANCEL → ↓ ↘ ← + ATK ATK)

1,018,300~1,391,000 or 1,222,700~1,603,000 damage, 68~124% or 64~118% meter gain

This meaty combo takes advantage of Hulk's new tools and air X-Factor cancel to ensure a K.O. against pretty much every character in the game. The trickiest part of this combo is landing the air M, H, S chain after the forward dash following Gamma Charge 2nd M (Anti-Air). To ensure you have the maximum amount of time to get in, delay pressing M until the last possible moment of → ↓ ↘ + L. This way, your competitor reaches their maximum height from the wall bounce, which allows Hulk to connect all three hits of the air chain.

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

When performing Impact Punch (→ + M) in the middle of a combo, don't hold down M at all. Otherwise, the delay caused by charging the attack drops the combo.

AS HULK COMES IN: AIR M, H, S, LAND, FORWARD DASH CANCEL → ↓ ↘ → + ATK ATK

Notes	Damage
↑ + S or → + S or ↓ + S TAC to Hulk	Varies based on damage scaling

AS HULK COMES IN: AIR M, H, S, LAND, CHARGE ←, → + L CANCEL → ↓ ↘ ← + ATK ATK

Notes	Damage
Requires corner, ↑ + S or → + S or ↓ + S TAC to Hulk	Varies based on damage scaling

WHEN HULK'S BACK IS TO A CORNER, → ↓ ↘ ← + ATK, ST. M, → + M → ↓ ↘ + L (DURING ANTI-AIR GAMMA CHARGE) H, ST. M, → + M, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, CHARGE ←, → + L CANCEL → ↓ ↘ ← + ATK ATK

Notes	Damage
—	749,500 damage, 10% meter gain

→ ↓ ↘ ← + ATK, MASH ATK ↓ ↘ → + H (WHIFF, BEGIN CHARGING ← FOR GAMMA WAVE), → + L CANCEL → ↓ ↘ ← + ATK ATK

Notes	Damage
Mid-screen combo from Gamma Tornado	434,800 damage, 74% meter lose

CR. L, M, → + M CANCEL → ↓ ↘ + L (DURING ANTI-AIR GAMMA CHARGE) H, ST. L, M, → + M, S CANCEL → FORWARD SUPER JUMP, AIR M, M, H, S, LAND, (CHARGE ←, → + L, → ↓ ↘ + L (DURING ANTI-AIR GAMMA CHARGE) H) X ∞

Notes	Damage
Requires corner, works only against large characters like Sentinel, Dormammu, She-Hulk, and Hulk himself. Once started, the OTG segment of the combo can go on indefinitely	Damage varies depending on the amount of loops performed



HULK



# IRON MAN

**"I DON'T THINK I'M ALWAYS RIGHT.  
I KNOW IT."**

## Bio

### REAL NAME

Anthony "Tony" Edward Stark

### OCCUPATION

Adventurer, President  
Emeritus of Stark Industries

### ABILITIES

Tony's sharp mind and technological know-how allow him to develop and maintain his own battle suit. As Iron Man, his armor is equipped with various weapons, as well as the ability to fly.

### WEAPONS

He has various weapons, including the repulsor rays he can fire from both hands, anti-tank missiles, and the Unibeam he fires from his chest. He has several armors with different functionality.

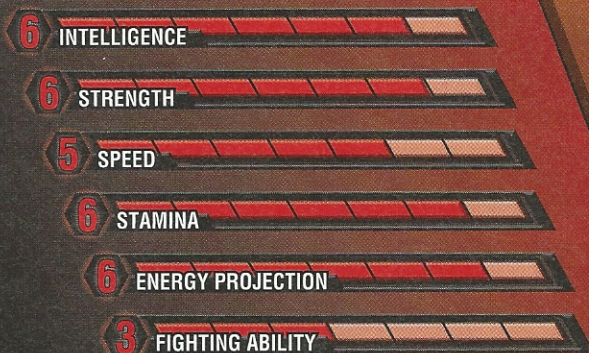
### PROFILE

Captured by a terrorist group in a war-torn region, Tony created a battle suit to help him escape. Afterwards, he improved the battle suit to become Iron Man, and has dedicated himself to protecting peace since.

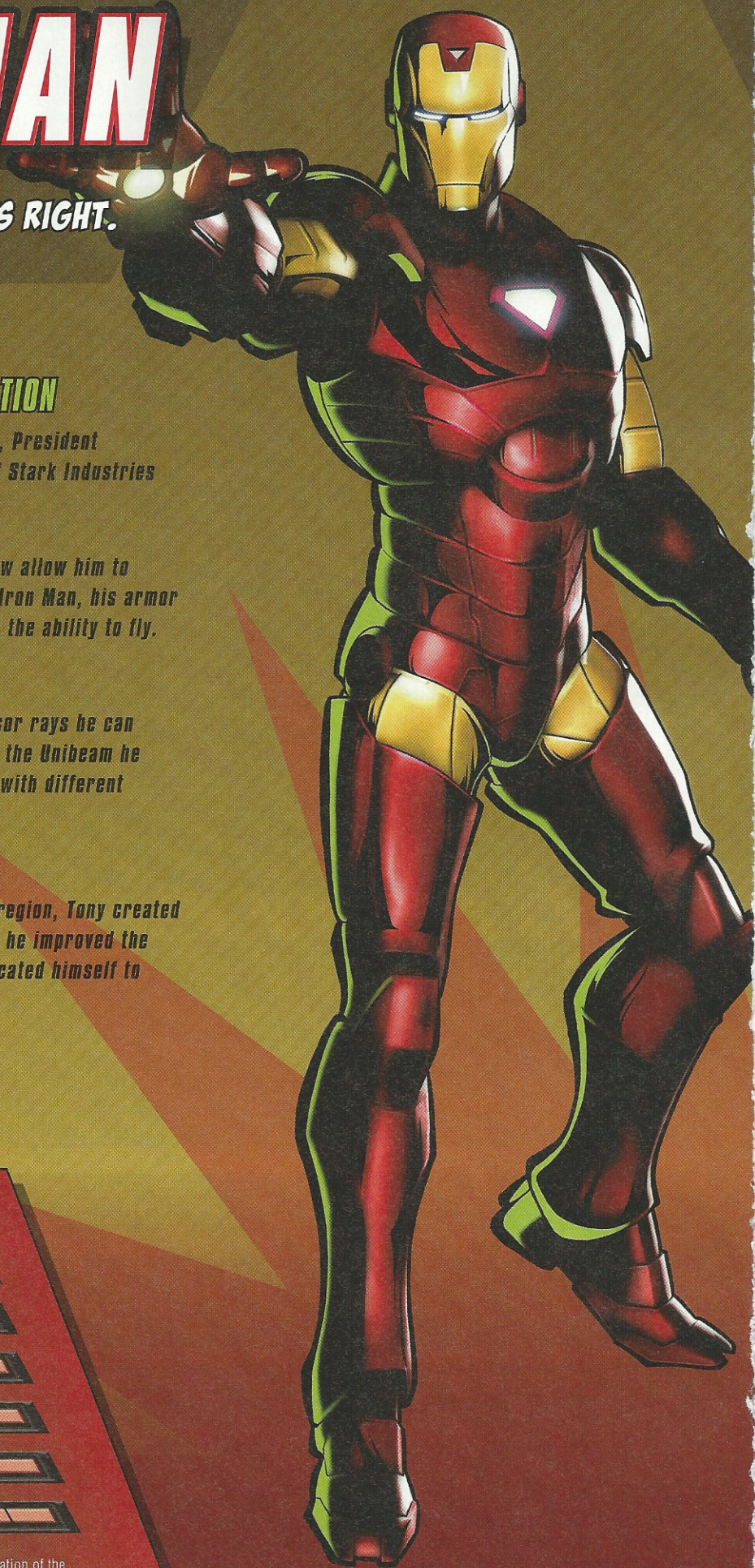
### FIRST APPEARANCE

Tales of Suspense #39 (1963)

## POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



1



2



3



4



5



6



DLC

## Overview

Vitality	950,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	150%	120%
Level 3 (1 teammate remaining)	175%	125%

Your purpose when using Iron Man is to attack your opponent from mid range, and (in keeping with his attire) preferably from up above.

Why should an Iron Man player strive to control mid range?

Iron Man's attack set is tailor-made to totally control the area that is about half the screen away, particularly below and in front of him

Iron Man's ground dashes cannot be canceled for 11 frames, and any of his sideways airdashes aren't cancelable for 10 frames (and blocking isn't possible while airdashing, either); Iron Man doesn't have the best maneuverability for up-close fine positioning or sparring

On the other hand, the hitting area of all of his attacks is fantastic, and although his airdash needs some space to get going, Iron Man travels a *huge* distance once it's underway

Why should Iron Man be used above an adversary?

His air basic attacks have more range than those of almost anyone else (Sentinel and Ghost Rider can compete, and that's about the end of the list), especially his air **H** which can be directed

Using flight and airdashes to cancel air basic attacks allows Iron Man to out-poke almost anything in the air and convert stray hits to combos depending on positioning

Smart Bomb allows Iron Man to hover in midair and attack in safety from a unique position, above and in front of his rival

How do you get Iron Man up there and use the space to an advantage?

By using crouching **H**, assists, Unibeam, and Repulsor Blast to control ground level

By jumping or super jumping to dump Smart Bombs down on the target from above

By using flight and airdashes to improve air mobility and follow-up options after Smart Bombs

### TUNING SINCE ORIGINAL MVC3

Tony Stark has been tinkering with his armor quite a bit!

Airdashes in directions other than straight up or straight down now have a period of 10 frames at the beginning during which Iron Man's suit jets are firing up. You cannot attack during this time, and Iron Man doesn't actually start moving until the 10<sup>th</sup> frame. This ends up looking like a "hitch" at the beginning of his airdashes. You can still perform triangle jumps and square jumps with Iron Man, but you'll have to delay your button presses to be outside that window, or nothing happens. This also means his airdashing overhead attacks are slower by default. However, his airdash travels farther—Iron Man can airdash all the way back to the ground from super jump height! So, while Iron Man sort of lost a low altitude triangle jump in the Magneto/Storm tradition, he gained something no one else has: a triangle jump from super jump height.

The increase in size of the hitbox on standing **H** makes chain combos after crouching **M** sweep much more consistent. The drastically reduced recovery of grounded Smart Bombs makes them a more appealing close range zoning weapon, resulting in new combos entirely. Repulsor Spread now causes a brief hard knockdown, which also opens up new combo opportunities. Shorter startup on flight makes linking after flight in combos easier; it also makes Iron Man's aggressive use of flight more effective.

Iron Man, like Dante, has experienced enough small changes to make him almost like a new character, even if everything looks and acts about the same. The changes to his air mobility mechanics encourage Iron Man players to take full advantage of the reach and screen control his attacks produce air-to-air and air-to-ground, rather than trying to shoehorn him into being an inferior version of Doctor Doom or Magneto.

Double jump removed (so that's where Captain America got it from...)

Air basic attacks are airdash-cancelable

Airdashes travels farther; diagonal and lateral airdashes have a 10-frame dead period before momentum begins. Up/down airdashes start up much faster and have a brief hovering period at the end

Crouching **H** is now cancelable and can also chain into **S**

Air **S** active frames increases to 10 (from 6); air **S** recovery shortened to 27 frames (from 29)

Standing **S** startup increased to 14 (from 13); recovery shortened to 30 (from 31)

Hitboxes on standing **H**, air **S**, and Repulsor Spread increased slightly in size

Repulsor Blast can be canceled into Repulsor Spread 3 frames sooner; Repulsor Spread causes brief hard knockdown; command simplified (just **H**, rather than **↓ ↘ ← H**)

Smart Bomb damage increased; recovery on all versions of air Smart Bomb reduced by 1 frame; recovery of all versions of ground Smart Bomb reduced by roughly half

Flight startup reduced to 12 frames (from 14); flight duration increased to 108 frames (from 106)

Proton Cannon (both versions) and Iron Avenger are now mashable for more hits and damage



# Attack Set

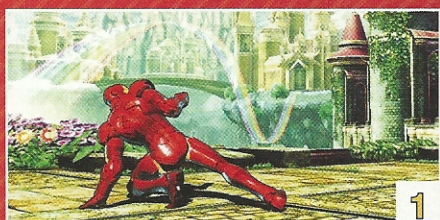
## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	47,000	376	5	3	8	+2	+1	Chains into standing <b>L</b>
2	Standing <b>M</b>	1	70,000	560	8	4	12	+1	0	—
3	Standing <b>H</b>	1	90,000	720	13	5	32	-14	-16	—



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	45,000	360	5	3	11	-1	-2	Low attack, chains into crouching <b>L</b>
2	Crouching <b>M</b>	1	68,000	544	7	4	20	—	-3	Low attack, knocks down
3	Crouching <b>H</b>	1	80,000	640	20	—	17	+9	+4	Projectile has 5 low priority durability points, deals chip damage



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	80,000	640	14	3	30	—	-12	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	50,000	400	4	3	17	+11	+10	Overhead attack
2	Air <b>M</b>	1	70,000	560	8	8	17	+15	+14	Overhead attack
3	Air <b>H</b>	1	80,000	640	11	6	29	+18	+16	Overhead attack





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	90,000	720	13	10	27	+15	+13	Causes hard knockdown if used in launcher combo
2	Air <b>↑</b> + <b>S</b> (during launcher combo)	1	60,000	480	11	4	Until grounded	—	—	Tags in next available ally while lofting foe upward
3	Air <b>↔</b> or <b>↔</b> + <b>S</b> (during launcher combo)	1	50,000	400	11	4	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from opponent
4	Air <b>↓</b> + <b>S</b> (during launcher combo)	1	50,000	400 + 10,000	11	4	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Focus Shot (higher shot)	Air <b>↑</b> + <b>H</b>	1	80,000	640	11	6	29	+18	+16	Overhead attack
2	Focus Shot (lower shot)	Air <b>↓</b> + <b>H</b>	1	80,000	640	11	6	29	+18	+16	Overhead attack



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↔</b> + <b>H</b> (ground)	4	80,000	800	1	1	Hard knockdown
	<b>↔</b> + <b>H</b> (ground)	4	80,000	800	1	1	Hard knockdown
2	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



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## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Iron Man— $\alpha$	Proton Cannon	Unibeam M	8	113,600	1280	47	25	108	78	Beam is fullscreen in 56 frames, beam durability: 8 frames x 1 low priority durability points
2	Iron Man— $\beta$	Angled Proton Cannon	Repulsor Blast M	5	122,600	1200	40	55	103	73	Knocks down foe, beam durability: 5 frames x 3 low priority durability points
3	Iron Man— $\gamma$	Proton Cannon	Smart Bomb H	10	129,900	1600	44	—	132	102	OTG-capable, two beam-like projectiles with 5 frames x 3 low priority durability points each



Each Iron Man assist has potential depending on the needs of your team, but Iron Man— $\alpha$  is easily the best all around. The Unibeam assist is one of the best in the game, period—it's relatively quick and not very telegraphed before it's active. It doesn't drastically increase hitstun scaling in combos, and it gives you plenty of time to combo or pressure your opponent. Any teleport or roll-capable character can easily use Iron Man— $\alpha$  to create cross-ups with their pass-through tricks, and any ranged character will love having Unibeam backing up their own firepower. The only mean thing to say about it is that eight hits from an assist naturally ramps up the damage scaling in a combo quite a bit, so if you employ Iron Man— $\alpha$  in combos, try to use it after you've already scored the brunt of your hits so that damage scaling is capped already anyway.

Iron Man— $\beta$  returns from *MvC2*, where it was easily Iron Man's best assist then, but that's mostly because beam and projectile type assists weren't quite as useful in *MvC2* as they are in this game. It also happened to do outrageous damage—the most of any assist in the game, if all possible hits were scored. Here, it's more sedate. It can be useful to take up a large portion of the screen, especially nice as a preemptive defensive measure against aggressive teleports, but beware if they anticipate this and just bait out your Iron Man calls so they can punish him safely from fullscreen instead of teleporting in the first place. Repulsor Blast's built-in juggling of the opposing character for several moments can also enable easy combo extension for any character.

Iron Man— $\gamma$  is OTG-capable, which can be nice if Iron Man's teammates utterly lack any other means to pop competitors up from hard knockdowns. This assist version of Smart Bomb also packs an *absurd* amount of projectile durability points—three times more than Smart Bomb H on point! While ground Smart Bomb's limited trajectory makes it tough to utilize this practically to outmuscle opposing projectiles, it's at least worth pointing out. Like Tron— $\beta$ , it sometimes happens to obliterate incoming projectiles without being called for that express purpose.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↵ ↻ ⇨ + P1+P2	1	50,000	500 - (-1 hyper meter bar)	2	4	12	—	+5

**Notes**  
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Unibeam L (in air OK)	↵ ↻ ⇨ + L	5	81,700	800	18	20	15	0	-15	Beam is fullscreen in 26 frames, beam durability: 5 frames x 1 low priority durability points
	Unibeam M (in air OK)	↵ ↻ ⇨ + M	8	113,600	1280	23	25	15	+4	-11	Beam is fullscreen in 31 frames, beam durability: 8 frames x 1 low priority durability points
	Unibeam H (in air OK)	↵ ↻ ⇨ + H	10	129,900	1600	28	30	15	+5	-10	Beam is fullscreen in 36 frames, beam durability: 11 frames x 1 low priority durability points
2	Repulsor Blast L	↵ ↻ ⇨ + L	5	81,700	800	11	50	10	—	-8	Knocks down foe, beam durability: 5 frames x 3 low priority durability points
3	Repulsor Blast M	↵ ↻ ⇨ + M	5	102,300	1000	16	55	10	—	-13	Knocks down opponent, beam durability: 5 frames x 3 low priority durability points
4	Repulsor Blast H	↵ ↻ ⇨ + H	5	122,600	1200	21	60	10	—	-18	Knocks down adversary, beam durability: 5 frames x 3 low priority durability points
5	Repulsor Spread	H during Repulsor Blast	1	80,000	640	(20-30+) 1	6	24	—	-9	Hard knockdown, explosion has 8 low priority durability points
6	Smart Bomb L	⇨ ↵ ↻ + L	2	66,500	560	20	—	12	+10	+8	OTG-capable, two projectiles with 1 low priority durability point each
	Smart Bomb M	⇨ ↵ ↻ + M	6	102,900	1056	20	—	16	+10	+8	OTG-capable, two beam-like projectiles with 3 frames x 1 low priority durability points each
	Smart Bomb H	⇨ ↵ ↻ + H	10	116,900	1440	20	—	24	+6	+4	OTG-capable, two beam-like projectiles with 5 frames x 1 low priority durability points each
	Air Smart Bomb L	⇨ ↵ ↻ + L	2	66,500	560	20	—	17	+4	+2	OTG-capable, two projectiles with 1 low priority durability point each
	Air Smart Bomb M	⇨ ↵ ↻ + M	6	102,900	1056	20	—	22	+3	+1	OTG-capable, two beam-like projectiles with 3 frames x 1 low priority durability points each
	Air Smart Bomb H	⇨ ↵ ↻ + H	10	116,900	1440	20	—	28	+7	+5	OTG-capable, two beam-like projectiles with 5 frames x 1 low priority durability points each
7	Flight	↵ ↻ ⇨ + S	—	—	—	12	—	—	—	—	Flight lasts 108 frames





**Unibeam:** You can fire Iron Man's main projectile on the ground or in the air. Heavier versions have longer startup, but they also have more hits and damage. At 18 frames of startup, the L version is slightly faster than Doctor Doom's Plasma Beam but significantly slower than Magneto's Electromagnetic Disruptor, as examples of where Unibeam stands in comparison to other beams. It's a terrific beam, but you aren't going to win firefights on the strength of it alone unless the other team simply has no answer. Unibeam H is obviously much more durable and damaging, but it also occupies a lot more of Iron Man's time, making it less appealing unless your opponent is pinned by an assist.

If your competitors are capable of putting several slow-moving projectiles onscreen at once, like Ryu's Hadokens or Morrigan's Soul Fists, use Unibeam H to plow through these threats and hit the opposing fireball slinger; Unibeam L is fragile enough to just trade with most standard projectiles. With something like Rocket Raccoon's Double Spitfire, multiple Zero Hadangekis, or Sentinel Force drones, Unibeam L destroys one minor projectile before losing out to the rest. If your rivals have projectiles so fast that they can just shoot Iron Man before any of his Unibeams actually fire, such as Wesker with gunshots or Magneto with Disruptors, stick to using Unibeam L when you have a slight fullscreen advantage, such as after your competitor has guarded your Smart Bombs or crossover assist, or after the opposing player has performed a fullscreen action with minor recovery.



**Repulsor Blast:** Iron Man gathers energy in a warping cross around his raised hands. This energy is a beam rather than a direct physical attack, and it clashes with incoming projectiles and beams. As with beams, Repulsor Blast disappears instantly if Iron Man gets hit while performing it. By pressing **H** after a certain period of time during any version of Repulsor Blast, you can execute Repulsor Spread.

Successfully perform Repulsor Blast without being interrupted, and Iron Man is more or less immune to physical attacks until recovery. A long range beam or beam hyper combo may cut through, as do invincible attacks, but traditional aggressive actions like triangle jumps and dash in crouching **L** are cut off briefly. This means you can use Repulsor Blast as a poke from mid range with few repercussions. This can preempt and punish enemy movement or shield your own assist calls; call the desired assist, then perform Repulsor Blast. The closer the foe, the lighter the version you should use. Note that if your rival is at mid range, the forward-arcing tip of Repulsor Blast H actually hits them before heavier versions of Unibeam would!

Apart from its use as a mid range zoning tool and a shield for assists and Iron Man himself, Repulsor Blast can also be inserted into Iron Man combos; after just about any chain into the crouching **H** rocket, cancel to Repulsor Blast H to drag the opposing character on top of Iron Man after the rocket hits. If you're too far away for the crouching rocket, cancel standing **H** to Repulsor Blast M. From here, you can cancel directly into Proton Cannon for an easy finisher, or cancel to Repulsor Spread.



**Repulsor Spread:** Repulsor Spread is the built-in, instant follow-up to Repulsor Blast. Repulsor Spread is executed by pressing **H** after a certain amount of time has passed during Repulsor Blast; this is 20 frames for the L version, 25 frames for the M version, and 30 frames for the H version (this is 3 frames faster than Repulsor Spread could be executed for any version of Repulsor Blast in original *MvC3*).

Repulsor Spread also used to require a repetition of the **↓ ↘ ↙** motion before the **H** press. Like Dante's alternate specials, this was simplified in the transition to *UMvC3*.

If Repulsor Blast hits the target, wait until just before the foe would fall out of Repulsor Blast to cancel to Repulsor Spread to attain the maximum number of hits. If Repulsor Blast doesn't hit your rival, use Repulsor Spread to make Iron Man much safer than after a whiffed Repulsor Blast; you're just trading Repulsor Blast's recovery for Repulsor Spread's, but it's still a decrease in vulnerability. By delaying the cancel to Repulsor Spread, you might even bait your opponent into rushing in, as they expect to punish Iron Man during the end of Repulsor Blast.

Like Repulsor Blast, Repulsor Spread is technically a localized beam attack, so it has projectile durability and can nullify incoming projectiles. If Repulsor Spread hits the adversary, they're sent spinning to the turf. New to *UMvC3*, this causes a brief hard knockdown! If you end up in position to get Iron Man close to the opposing character right away, you can start an OTG combo with Smart Bomb. You can also just cancel Repulsor Spread late into Iron Avenger to drag your competitor across the playing field for huge damage.



**Flight:** Flight is used for mobility, for escapes, for secondary offense, and for combos. During flight, there is no restriction on the amount of times you can use special moves or airdashes.

Flight is crucial to Iron Man's combos, whether to fly cancel standing or crouching **H** into a low altitude air chain, or to extend air combos after a launcher. You can also utilize it to have Iron Man hang in the air tossing Smart Bombs for longer than otherwise possible, or to have him retreat from or advance upon his rival unexpectedly. And you'll end up using poke sequences like fly, air **H** canceled with unfly, falling air **H**, and crouching **H** canceled into flight, quite often.



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## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Proton Cannon	↙ ↘ ↗ + ATK/ATK	36-71	276,800-326,500	3*30+1	6*111	47	—	-47	Knocks down foe, beam durability: 35 frames x 1 high priority durability points, can be mashed for additional damage
2	Angled Proton Cannon	↗ ↘ ↙ + ATK/ATK	36-71	276,800-326,500	3*30+1	6*111	47	—	-47	Knocks down adversary, beam durability: 35 frames x 1 high priority durability points, can be mashed for additional damage
3	Iron Avenger	↙ ↘ ↗ + ATK/ATK	68-98	430,000-460,000	10+3	11	41	—	-31	Level 3 hyper combo, hard knockdown, unaffected by damage scaling, frames 1-22 invulnerable, can be mashed for additional damage



**Proton Cannon and Angled Proton Cannon:** Iron Man's main hyper combo beam can be directed either straight ahead with a fireball motion or up-forward at a 30-degree slope with a ↗ ↘ ↙ motion. If the hyper beam strikes successfully during either version of Proton Cannon, mash **ATK** to increase the hits and damage. The startup of either version is identical: the Proton Cannon itself hits up close during frames 3 to 9 of startup in a circle all around Iron Man, but the hyper beam is not produced until the 30<sup>th</sup> frame after input. So, it's the reverse of what you might assume—Proton Cannon is wicked fast up close, and it's rather slow from far away. (It's not quite Hail Storm, but it also can't be used anything like the beam hypers of Ryu, Akuma, Dormammu, Nova, etc.)

After the Proton Cannon's up-close hit (which, if successful, guarantees the hyper beam will also hit, as long as nothing else interferes), there's a dead period between frames 10 and 30 during which Iron Man is just readying the beam. Even though Proton Cannon has no invincibility, the 3 frame startup up close makes for an appealing hyper combo to use as an occasional guess, but beware if your competitor blocks: they can easily start a chain combo in between guarding the initial hit and waiting for the hyper beam to actually fire. Be ready to THC to a teammate's safe hyper combo if this gamble doesn't pay off. Not that it's really recommended that you frequently guess on hyper combos up close; it's just something to keep in mind. Remember, if you can get your opponent to worry about a dangerous but risky trick, then you no longer have to actually do it; the effect has already been achieved.

Proton Cannon's primary purpose is to finish combos for heavy damage. You can accomplish this most easily by using close range Smart Bomb to OTG before canceling to Proton Cannon. Any combo that leads into Repulsor Blast can end in Proton Cannon, too. Virtually any basic attack chain into Proton Cannon works, provided your adversary is close enough. It's also an excellent THC and crossover combination tool. The long range and different angles of Proton Cannon and Angled Proton Cannon let it play well with just about any hyper combo. And the hit on frame 3 for Proton Cannon translates over to crossover combinations whether Iron Man is on point or on the sidelines, resulting in a crossover combination that hits up close MUCH sooner than usual!

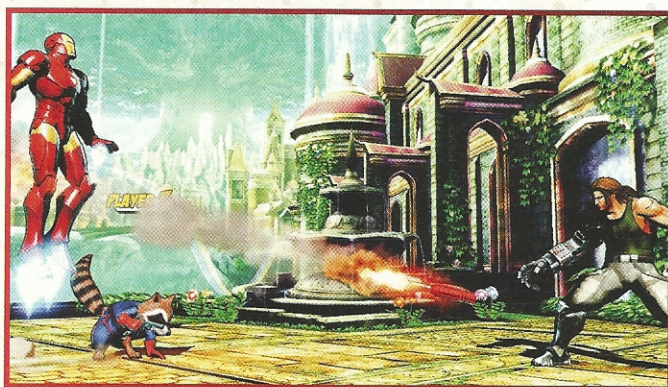
If you have the meter to spend and you really want to K.O. a target (especially if you catch two opposing characters at once), combo into Proton Cannon, then X-Factor cancel just before the end, and either immediately perform Iron Avenger or dash forward and juggle with the early hit of another Proton Cannon!

**Iron Avenger:** Iron Man's level 3 hyper combo travels almost the fullscreen distance with 22 frames of invulnerability. Its primary purpose is to push long combos over the top for a knockout—Iron Avenger is immune to damage scaling, and it can even be mashed for a bit more damage. Iron Avenger's long reach and invulnerable period also mean that you can use it as a reversal to snag your foe out of almost anything they do.

After Iron Avenger, wavedash forward afterward and OTG the opposing character with Smart Bomb H... meter permitting, cancel to Proton Cannon! It's not the most efficient use of four meters, but 700,300 off a reversal is plenty good in many situations, and that already increases to 873,400 in only lv.1 X-Factor... in lv.3 X-Factor, it's 1,177,900! (And, of course, that's just assuming a naked Iron Avenger, with no combo leading up to it.) Of course, adding Iron Avenger into Proton Cannon on the end of any combo guarantees a K.O. against anyone.

Iron Avenger travels laterally so quickly that you have to be careful when trying to combo it. If you cancel into Iron Avenger immediately after attacks like crouching **H** or Repulsor Spread, Iron Man passes under his rival harmlessly at the cost of three bars of meter. Instead, take your time before canceling into Iron Avenger after those attacks. On the other hand, if you want to combo OTG Smart Bomb H into Iron Avenger, cancel as swiftly as possible.

## Battle Plan



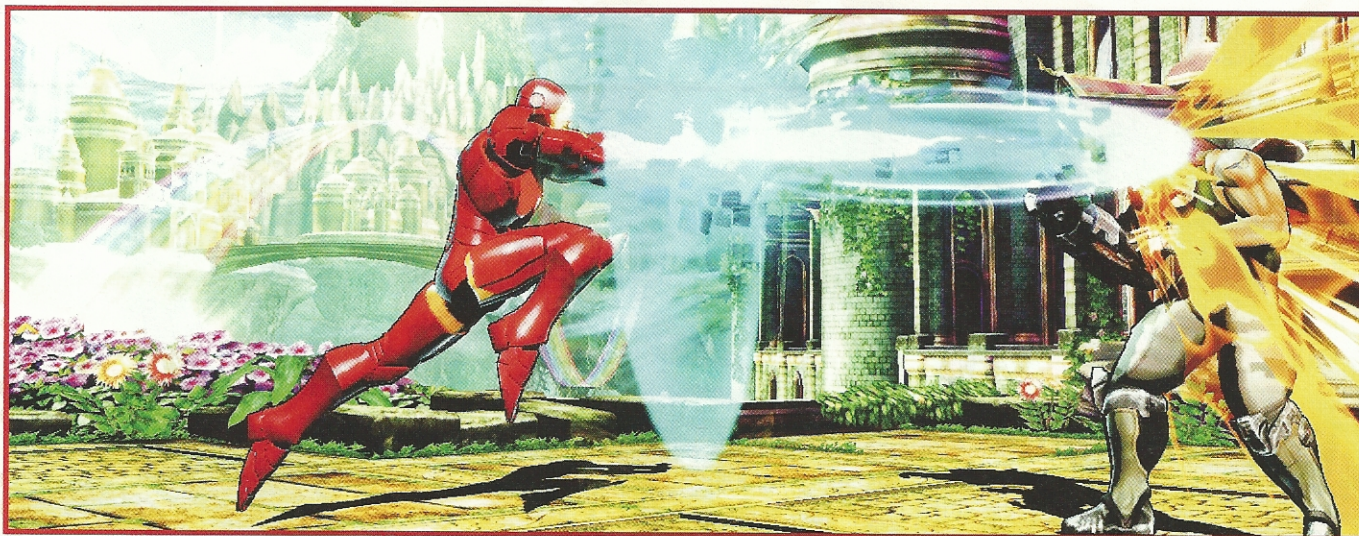
Newly cancelable, crouching **H** is now much more useful for both zoning and combos.

Crouching **H** is just slightly slower than Unibeam L while dealing comparable damage even if guarded and giving Iron Man more versatile follow-up options (whereas if your foe evades Unibeam, you might be in serious trouble, especially at mid range or closer). If competitors immediately get up over the path of the rocket, cancel it into Repulsor Blast to cover the area above and in front of Iron Man, preventing them from airdashing or teleporting in aggressively for a moment. If your adversary runs into any segment of Repulsor Blast, they'll be dragged on top of Iron Man, in position for you to cancel to Repulsor Spread (and then either a corner OTG combo if close enough, or a hyper combo anywhere else). If the attacker isn't baited by Repulsor Blast, hang onto Repulsor Spread and perform it with awkward timings to deter opponents who want to run in late to punish Repulsor Blast. Repulsor Spread isn't technically safe if whiffed or if your rival guards it, but by varying the timing, you can usually assure that the opposing character won't be ready to hit Iron Man properly right after.

Iron Man is a character who isn't suited to total rushdown or keepaway; your goal with Iron Man should be to toe a line in the middle. The ideal place to begin operating from is a little closer to the opposing character than the edge of the range of crouching **H**. This is close enough to threaten with crouching **H**, the tips of air **H** attacks, the edges of Repulsor Blast, aerial Smart Bombs, and Unibeams.

You want to keep adversaries at around half-screen so you have enough separation to super jump and throw Smart Bombs to either build meter, stall, or transition to offense. If your rival is too close, you'll likely just get hit while jumping, or air thrown before Smart Bombs fire; even if you're able to release Smart Bombs, they'll probably land behind the target. So, you'll have to work at controlling ground level before you can control the sky. From far away, Unibeam alone can stalemate many characters who don't have their own dominant ranged tactics, forcing them to either try to jump over Unibeams, or to use their assists to try to close the gap. From mid range, these same characters can fall victim to crouching **H**, which you can fire much more liberally in *UMvC3* than before, secure in knowing that you can cancel the rocket into a number of other things depending on the situation (in original, crouching **H** was not cancelable and was generally only seen as an execution accident from Iron Man players who wanted *standing H*, which was easy to tell from their unprintable exclamations; now, a tiny bit of the glory of War Machine's "crouching fierce" from *MvC1* has been restored).





Air **H** is one of the longest-reaching basic attacks in the game, and it is consequently excellent for keeping opponents away at low altitudes.

When you feel more in control of the situation (such as when adversaries are not immediately leaping over the rockets), cancel crouching **H** to flight. From here, depending on what your foe is doing, you have a few options. If they went over the rocket, you can easily strike at them with enormous pokes to keep them at bay: perform flying air **H** (direct it up or down as necessary, if the enemy isn't level with Iron Man), cancel it with flight deactivation, then perform falling air **H** before Iron Man lands. Opponents jumping or airdashing forward frequently run into this, which causes a two-hit combo and gives Iron Man plenty of time to land, confirm, and jump forward to continue juggling them (see **Combo IV**).

If your competitor doesn't react to crouching **H** canceled into flight by jumping forward, then immediately fly forward behind the rocket. If your challenger is in the habit of allowing rockets to actually *hit* them (lucky you), you can link after they're bounced upward by the explosion with forward-flying air **M**, **H**, **↓** + **H**, **S** from a *huge* distance away, causing Iron Man to auto-land and again leading to a situation where you can immediately keep juggling them (see **Combo V**).

Remember that crouching **H** is a basic attack, so assists can be called concurrently; Iron Man's zoning is vastly strengthened if you give him assists that can complement crouching **H** and his other zoning tools, such as Doctor Doom—**α** or Doctor Doom—**β**. Depending on the assist, this can also help protect Iron Man against teleporting characters who can somewhat negate the threat of rockets and Unibeams by simply warping past them.



Repulsor Blast is a useful tool for controlling space around Iron Man, as well as for providing cover for assists.

If your adversary is eager to stay in the air and continually attack with air attacks, triangle jumps, or flight, using rockets and other projectiles to control ground level is obviously a less useful strategy. They're handing you an opportunity in another way, however: even though Repulsor Blasts take a long time, being able to discharge the energy with Repulsor Spread makes it a relatively low-commitment attack for Iron Man. If the screen shifts upward slightly as your rival takes to the sky, you can use this as your cue to activate Repulsor Blast and see what happens. The closer the foe is, the lighter the version you should use. If your competitor opts not to try to close in, cancel Blast with Spread as fast as you can to regain control of Iron Man. If they *DO* close in, wait for Repulsor Blast to either put them in hit or guardstun before canceling to Spread. At the very least, "poking" like this with Repulsor Blast to Spread reminds your opponent that Iron Man can control much of the screen around him, and although his up-close mobility is poor, he is not a soft target for rushdown-oriented blokes. Repulsor Blast's control area also means you can safely call an assist right before performing it; Iron Man himself provides 360-degree cover for assists that land near him (this is obviously not applicable if it's an assist that travels a long way from the point character, like Iron Fist—**γ** or Phoenix—**γ**).



**IRON MAN**



## Battle Plan continued



If you can keep opponents out from under Iron Man, Smart Bomb is very difficult for them to deal with.

You're also able to transition from this range to offense when the opportunity presents itself, such as right after you've dropped Smart Bomb H on your target from super jump height, or as they are forced to guard one of your crossover assists.

The point of all this, assuming you can't just outright bully your opponent to death with your ground-level zoning, is to gain clearance to have Iron Man take to the skies with your rival stuck behind the trajectory of Smart Bombs. Remember that teleport-capable characters can make instant short work of Smart Bomb use, and force Iron Man to go another direction. Against anyone else, though, just getting past a Smart Bomb wall can be difficult.

If you just want to harangue your opponent with Smart Bombs, the ideal way to take to super jump height to dump Smart Bombs on your challenger is to normal jump, airdash straight upward (this can be easily performed by double-tapping  $\uparrow$ ), then call an assist that can cover ground level and prevent foes from dashing, such as a projectile or pinning assist. Iron Man's vertical airdash doesn't have the 10-second momentum-building period at the very beginning, and he also lofts briefly as the top of it, so it's perfect for ascending and hovering quickly. Once Iron Man is at super jump height and you have called an assist, you can fire Smart Bomb H at your foe once or twice depending on their position. Smart Bombs deal great damage (improved since original!) and the  $\text{H}$  version especially builds huge amounts of hyper meter, whether they hit or are guarded. You don't want to use all three air special actions on Smart Bombs—save one for activating flight. Now Iron Man is at super jump height having just bombarded his opponent, and you're ready to bomb two or three more times. Since you had Iron Man normal jump to take to the air, assist calls are still available.

Having a ground-level assist with lots of lateral range is immensely helpful for trapping and chipping the opposition even when they evade Smart Bombs (virtually any beam or projectile assist works for this purpose; even better are assists that force your adversary to guard in separate places, like Captain America— $\alpha$ , Rocket Raccoon— $\alpha$ , and Sentinel— $\alpha$ ). If you're worried about competitors going over or under Smart Bombs, you might also consider an assist like Dante— $\alpha$  or Dormammu— $\beta$ , which cover infinite vertical space and help prevent Iron Man's position from being compromised.

Calling an assist during flight also buys you a moment to decide where to have Iron Man touch down. If you're still in control of your side of the screen, you can simply have him descend. Like Iron Man's vertical airdash, his airdash straight down has no lag at the beginning. Airdash straight down near the ground, and Iron Man lands right away; airdash straight down from high altitude, and Iron Man hovers briefly at the end of the dash, as with the vertical airdash. Use any basic attack to skip over this hovering period and make him land more quickly.

If you aren't in control of your side of the screen, you'll want another landing zone. Iron Man's lateral airdashes travel quite far. Because of the 10-frame hitch at the beginning of any of Iron Man's airdashes that aren't straight up or straight down, you don't want to cancel airdashes into other airdashes right away while flying, like with other fliers; this makes him *slower*, not faster, since you're just forcing more 10-frame dead periods into his transit time (this is also true of Nova, who has a similar airdash). Instead, wait until Iron Man's airdashes during flight are almost totally over before starting up another one. With two or three airdashes across the top of the playing field, you'll have a chance to get Iron Man out from over an aggressive enemy so he can fall more safely, making him less susceptible to air throws or last-moment cross-under tactics.



After triangle jumping from super jump height, either strike with air  $\text{M}$  or  $\text{K}$  +  $\text{H}$  before landing, then go for a combo, or...





...do nothing, land without using an overhead attack, then strike with crouching **L** immediately!

overhead that gains any ground. To attack with this, you must have essentially already earned close range position, either through an assist calls or Smart Bombs in order to score Iron Man some frame advantage to airdash in behind. Airdashing in with **L** + **H** is at least a little safer because of how far Iron Man's air basic attacks reach, but you won't get away with many empty triangle jumps (at least without eating a hyper combo or getting launched or air thrown) unless there's nothing your opponent can do about them.

Remember that you can't block while using airdashes, so make sure to precede airdash attempts with either assist calls or Smart Bombs in order to score Iron Man some frame advantage to airdash in behind. Airdashing in with **L** + **H** is at least a little safer because of how far Iron Man's air basic attacks reach, but you won't get away with many empty triangle jumps (at least without eating a hyper combo or getting launched or air thrown) unless there's nothing your opponent can do about them.

Off a successful close range hit, Iron Man gets to deal tremendous damage while building lots of meter. If your rival guards correctly, they'll almost certainly use advancing guard to push Iron Man back out. Iron Man's fast flight startup is very useful here; if an attack like standing **H** is pushed out, Iron Man remains vulnerable for a long time, but by flight canceling, you can avoid this period. Simply unfly or perform air **S** to return Iron Man back to earth quickly. If you happen to fly cancel in the right place, Iron Man won't lose any ground at all! (See Advanced Tactics for more information.) If your competitor doesn't use advancing guard for some reason, you can ground chain to your heart's content (all the way up to crouching **H** rocket if you like) before activating flight to go for an overhead. Air **S** simply makes Iron Man fall back to earth, but air **L** + **H**, **S** can also be used for a double overhead that catches foes if they try to block just one air attack, then return to crouching guard. Be careful about spacing: depending on where you fly canceled and fell on the target with air **S**, combo follow-ups will be limited. When in doubt, the most consistent solution is to chain crouching **M**, standing **H** **CANCEL** Repulsor Blast M. Flight combos like **Combo II** also work and are much better, but they are more difficult to perform, especially on short notice.

Iron Man has such good assists (Unibeam especially; Repulsor Blast on certain teams) that you might end up with him as your anchor, using X-Factor in a last-ditch effort. If you realize Iron Man is going to be the beneficiary of X-Factor, try not to just use it cold; try to confirm into it. If you have bars stocked for Iron Avenger, you can wait for the opposition to do something foolish that Iron Avenger can successfully plow through; activate X-Factor first and buffer Iron Avenger during the X-Factor screen freeze. During lv.3 X-Factor, dashing forward to tack on Smart Bomb H into Proton Cannon after Iron Avenger leads to 1,234,600 damage off what is basically a reversal! If it's ever down to one-on-one and you have at least four bars of meter left, you can just wait for the right moment to end it, basically.

If you happen to combo into Proton Cannon and it's not going to K.O. a character, mash Proton Cannon for a while, then X-Factor cancel it and dash (or wavedash, distance depending) forward to juggle your adversary with an X-Factor-boosted Proton Cannon! For this to work, you *must* get close enough for the frame 3 hit of Proton Cannon to juggle them after the first one. For a simpler but much more costly X-Factor cancel, pop X-Factor toward the end of Proton Cannon and perform Iron Avenger.

The speed boost of X-Factor also makes Unibeams much more appealing, especially if your rival has already used up their X-Factor, which means they won't be able to negate the huge chip damage X-Factor Unibeam spam can inflict. Smart Bombs also travel faster and in a longer arc, making them more useful from farther distances. Bombs away!

## COMBO USAGE

**I. CR. **L**, **M**, ST. **H**, CR. **H** **CANCEL** ↓ ↘ ← + **S**, AIR **M**, **M**, **H**, ↓ + **H**, **S**, LAND, IMMEDIATE FORWARD JUMP, AIR **M**, **M**, ↓ + **H**, **S**, LAND, CR. **M**, **S** **CANCEL** FORWARD SUPER JUMP, AIR **M**, **M**, **H**, ↓ + **H**, **S**, LAND, FORWARD DASH, → ↓ ↘ + **H** OTG **CANCEL** ↓ ↘ → + **ATK** (MASH **ATK**)**

**720,900 damage, 35% meter gain**

Here's an ideal combo from point-blank crouching **L** or **M**. Although you can open with a jump-in attack or two and still score the full combo, the positioning requirement means you're most likely to start this combo after an empty triangle jump directly into an opponent. Since crouching **H** is now cancelable, many new combo avenues are open for Tony Stark, but chaining from standing **H** to crouching **H** is only consistent up close. At least standing **H** itself is no longer so finicky; it now works from pretty much anywhere after crouching **M**. Speed through the low-altitude flying chain and most of the jumping chain as quickly as possible, but pause briefly between air ↓ + **H** and air **S** during the jump. This is so your rival descends far enough to be juggled by crouching **M**, **S**.

This combo is possible on everyone, but keeping your competitor low enough for crouching **M** before the launcher is difficult on smaller characters. To make things easier, you can land from the jumping chain and perform Proton Cannon immediately. The third-frame hit of Proton Cannon (which basically hits in the same circle all around Iron Man as Repulsor Spread) juggles your target and ensures that the beam caps the combo off.

If you have at least 2.6 bars of meter at the beginning of the combo, you can replace the Proton Cannon at the end with Iron Avenger (cancel OTG Smart Bomb H to Iron Avenger immediately), then wavedash forward and OTG with Smart Bomb H into Proton Cannon for 1,221,100 damage! Ouch! If you have enough meter, you can convert one touch into a knockout against almost every single character with Iron Man. If you don't feel like adding a Proton Cannon, just OTG with Smart Bomb H, then wait for your foe's air recovery and go for an air throw! Even before this throw reset attempt, this deals over 960,000 damage (and only requires that you start the whole combo with 1.6 meters; the rest of the bar for Iron Avenger gets built during the combo).



**IRON MAN**






## COMBO USAGE CONT.

**II. CR. (L), (M), ST. (H)  ↓ ↗ ← + (S), AIR (M), (M), (H), ↓ + (H)  ↓ ↗ ← + (S), FALLING AIR (H), LAND, IMMEDIATE FORWARD JUMP, AIR (M), (M), ↓ + (H), (S), LAND, CR. (M), (S)  FORWARD SUPER JUMP, AIR (M), (M), (H), ↓ + (H), (S), LAND, FORWARD DASH, → ↓ ↘ + (H) OTG  ↓ ↘ → + (ATK) (MASH (ATK))**

**687,900 damage, 21% meter gain**

This is a standard combo from crouching (L) or (M). Unlike **Combo I**, this isn't dependent on Iron Man being close, which makes this much more reliable after jump-in attacks. This combo is required if the opener doesn't strike an adversary who is right next to Iron Man; farther away, trying to chain into crouching (H) will miss and cause the combo to fail. Linking air (M) after fly canceling standing (H) is tight, but necessary; air (L) is a much, much easier link (Iron Man has one of the only four-frame air (L) attacks, after all), but it's only possible up close (in which case you might as well do **Combo I**, which is both easier and more damaging), and the whole point of this combo is to work from far away and more universally. The hardest part of this combo is probably working in every possible air (H); if you're having trouble, the easiest thing to do is to drop any instance of air ↓ + (H).

After unfly canceling air ↓ + (H) (or plain old air (H), for ease of use), IMMEDIATELY perform falling air (H) again. The key is to not really treat unfly and air (H) as distinct commands. Instead, think of it as one unbroken sequence, like plinking: ↓ ↗ ← + (S) - (H). When air actions are canceled with unfly, there is only one frame of recovery, so you can input (H) immediately. It may not seem like this is even possible at first, but it's definitely doable with consistency; just work on getting air (H) out instantly after Iron Man drops down from flight. You'll want to practice this anyway for one of Iron Man's best poking sequences. You have to use unfly air (H) in order to make the combo consistent (rather than just chaining to air (S) for the easy-mode method of dropping out of flight; air (H) allows Iron Man to land slightly faster and pops the opposing character up just a tiny bit higher than air (S), which allows the follow-up jumping attacks to work). As for the rest of the combo, simply perform it as quickly as possible, except for a (very) subtle delay between air ↓ + (H) and air (S) during the jump as during **Combo I**.

**III. CR. (L), CR. (M), ST. (H), CR. (H)  ↓ ↗ ← + (H), (H) (REPULSOR SPREAD)  ↓ ↘ → + (ATK) (MASH (ATK)) OR ↓ ↗ ← + (ATK) (MASH (ATK)), WAVEDASH FORWARD, → ↓ ↘ + (H) OTG  ↓ ↘ → + (ATK) (MASH (ATK))**

**582,300 damage, 59% meter loss (or 1,004,300 damage, 349% meter loss)**

Here's an easy combo into Proton Cannon from close range. Wait for all five hits of Repulsor Blast H before canceling to Repulsor Spread. Cancel Spread to Proton Cannon immediately; the beam must catch your competitors before they hit the ground. If you're near the corner, *don't* cancel Repulsor Spread to Proton Cannon; instead, dash forward and OTG the foe with Smart Bomb H, then cancel that into Proton Cannon.

If you have enough meter to go for Iron Avenger instead, then cancel from Repulsor Spread to Iron Avenger very late. If executed too early, your opponent may not have descended enough. After Iron Avenger, wavedash and OTG with Smart Bomb H; if you have meter, cancel into Proton Cannon!

**IV. ANTI-AIR FLYING AIR (H)  ↓ ↗ ← + (S), FALLING AIR (H), LAND, IMMEDIATE FORWARD JUMP, AIR (M), (M), ↓ + (H), (S), LAND, IMMEDIATE FORWARD JUMP, AIR (M), (M), ↓ + (H), (S), LAND, CR. (M), (S)  FORWARD SUPER JUMP, AIR (M), (M), (H), ↓ + (H), (S), LAND, DASH, → ↓ ↘ + (H) OTG  ↓ ↘ → + (ATK) (MASH (ATK))**

**725,400 damage, 20% meter gain**

Between the speed of Iron Man's flight activation, his newfound power to cancel crouching (H), and the indomitable nature of his air (M) and (H) attacks, it's common for opponents to be shot out of the sky at low altitude. How much you can actually embellish after landing from the flying air (H), unfly air (H) poking sequence depends on your competitor's actual position: the lower they are to the ground at first, the less you'll probably get. Cut off the last jumping loop, or go for a launcher or a combo into Repulsor Blast immediately upon landing if you're uncertain about the appropriateness of rejump juggles. As long as you get a loop of something or other into an air combo that leads to Proton Cannon, any anti-air sequence nets over 600,000 damage easily, and that's before considering the X-Factor, Iron Avenger, or follow-up THC possibilities.

**V. CR. (L), (M), ST. (H)  ST. (H)  ↓ ↗ ← + (S), AIR (M), (M), (H), ↓ + (H), (S), LAND, FORWARD JUMP, AIR (M), (M), ↓ + (H), (S), LAND, FORWARD JUMP, AIR (M), (M), ↓ + (H), (S), LAND, ST. (M)  ↓ ↘ → + (ATK) (MASH (ATK))**

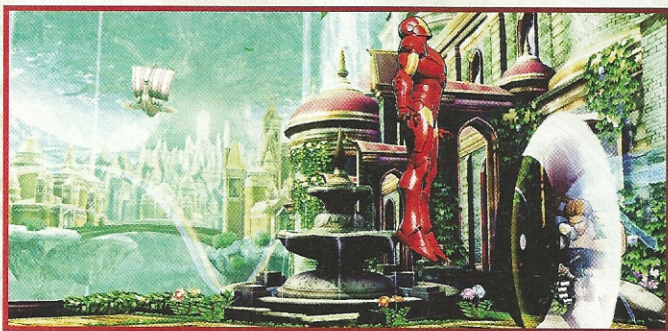
**1,009,000 damage to point with lv.1 X-Factor, K.O. vs. any assist, meter neutral**

Although crouching (H) rocket is improved, it can't hit both a point character and an assist simultaneously, so you'll have to omit it from combos if you realize you've caught two characters at once. That said, Iron Man doesn't need crouching (H) to severely damage or destroy two targets simultaneously. Even during lv.1 X-Factor, this is able to destroy any assist and deal over one million damage to point characters; at lv.2 X-Factor, the only point characters who'll survive are Hulk, Thor, and She-Hulk. During lv.3 X-Factor, no one survives!

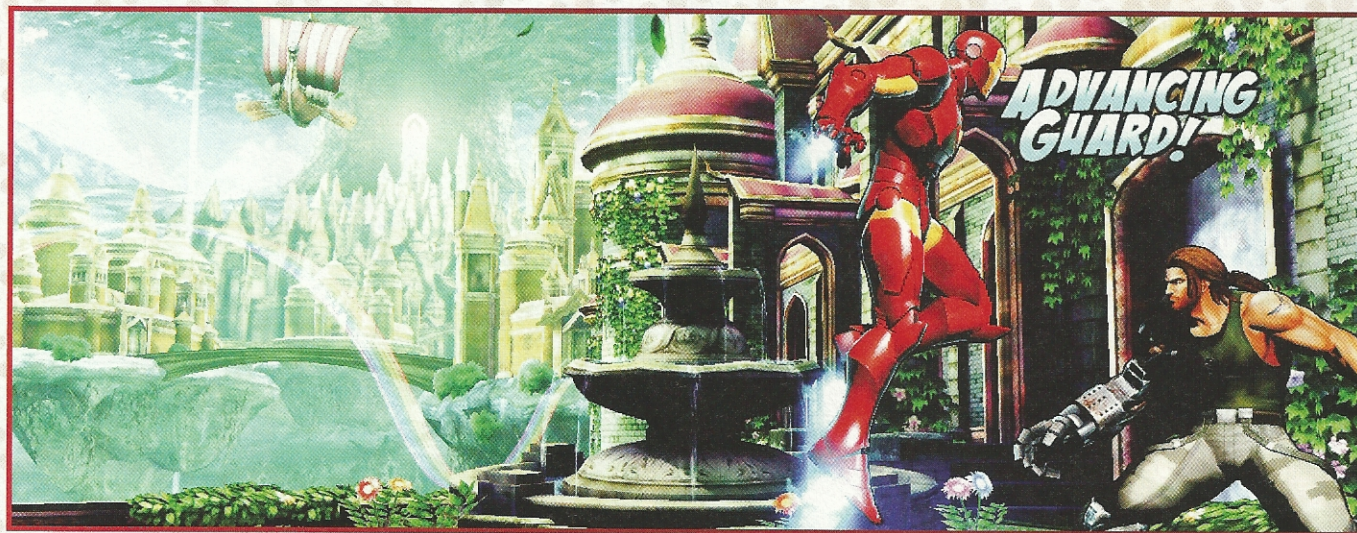


## ADVANCED TACTICS

### KILLING ADVANCING GUARD WITH FLIGHT



By canceling an attack into flight just after your opponent uses advancing guard...



...Iron Man won't be pushed anywhere!

After your rival guards an attack and uses advancing guard, Iron Man normally gets pushed far away and must work to get in all over again. You can avoid this, though, if you activate flight just after your adversary uses advancing guard! This is because causing certain state changes just as advancing guard is taking effect negates the backward momentum it causes. In this case, advancing guard does actually push Iron Man backward for a frame or two, but then flight takes effect and stops the backward movement. Activate flight quickly enough after advancing guard, and Iron Man just stays right next to the opposing character. From here, going for an overhead air **S** or air **↓** + **H**, **S** will be very surprising for a foe who expected some relief from Iron Man's assault.



# IRON MAN

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

Take care not to accidentally get an air exchange hit when chaining to air **S** just after using **↑** + **H** or **↓** + **H** in air combos

When canceling OTG Smart Bomb H into Proton Cannon, you want the opening physical hit of Proton Cannon to strike *just after* every bomb has hit your opponent; cancel too soon, and the last bombs hit after the third-frame Proton Cannon hit, and your adversary inevitably flips out and gets ready to block the beam

On the other hand, you must cancel OTG Smart Bomb H to Iron Avenger immediately

And on yet another hand (you sure do have a strange body configuration), you must cancel Repulsor Spread to Iron Avenger *late* in order for it to work

THROW INTO CORNER, FORWARD DASH, **→↓↘** + **H** OTG, CR. **L**, **(M)**, ST. **H**, CR. **H** **→** **↓↘↙** + **H**, **H** (REPULSOR SPREAD), FORWARD DASH, **→↓↘** + **H** OTG **→** **↓↘↙** + **H** **(MASH ATK)**

Notes	Damage
Combo after throw or low altitude air throw into a corner	481,900 damage, 31% meter loss
CR. <b>(M)</b> , ST. <b>H</b> , <b>S</b> <b>→</b> FORWARD SUPER JUMP, AIR <b>(M)</b> , <b>(M)</b> , <b>H</b> , <b>↓</b> + <b>H</b> , <b>S</b> , LAND, DASH, <b>→↓↘</b> + <b>H</b> OTG <b>→</b> <b>↓↘↙</b> + <b>H</b> <b>(MASH ATK)</b>	

Notes	Damage
Simple launcher combo	661,100 damage, 37% meter loss

AS IRON MAN COMES IN: AIR **H** **→** **↓↘↙** + **S**, **(M)**, **(M)**, **H** **→** FORWARD AIRDASH, **H**, **S** (IF ENEMY IS NEAR CORNER, LAND, **→↓↘** + **H** **→** **↓↘↙** + **H** **(MASH ATK)**)

Notes	Damage
—	Varies due to damage scaling

AS IRON MAN COMES IN: AIR **(M)**, **H**, **↑** + **H** **→** **↑** + **H** **(UPWARD AIRDASH)**, **(M)**, **(M)**, **H** **→** **↓↘↙** + **S**, DELAYED **(M)**, **H** **→** FORWARD AIRDASH, **(M)**, **H** **→** FORWARD AIRDASH, **(M)**, **H** **→** FORWARD AIR DASH, **S**, LAND, **→↓↘** + **H** **→** **↓↘↙** + **H** **(MASH ATK)**

Notes	Damage
<b>↑</b> + <b>S</b> or <b>↓</b> + <b>S</b> TAC to Iron Man, requires corner	Varies due to damage scaling



# MAGNETO

**"THE TIME FOR SUBTLETY IS PASSING.  
NOW IS THE TIME FOR CHANGE."**

## Bio

### REAL NAME

Max Eisenhardt (born)

Erik Magnus Lehnsherr  
(public)

### OCCUPATION

Conqueror,  
Mutant Terrorist

### ABILITIES

Has the power to manipulate magnetism and metal at will. He can create magnetic barriers that are able to withstand nuclear explosions, and by altering geomagnetism, he can cause changes in the Earth's crust, and even ignite volcanoes.

### WEAPONS

Anything that can be controlled through magnetism.

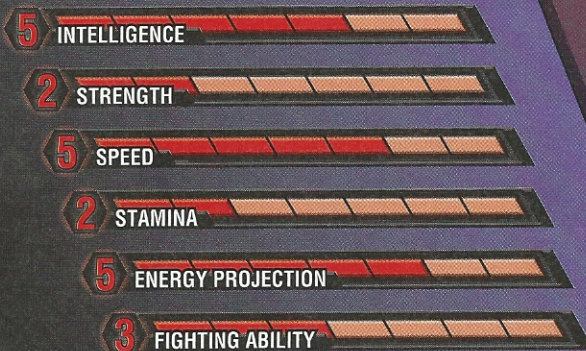
### PROFILE

A survivor of the Auschwitz concentration camp during World War II, he developed the idea that genetically superior mutants should be the ones to rule over mankind. Fighting for the sake of mutantkind, he is a calculating character who stops at nothing to achieve his goals.

### FIRST APPEARANCE

The X-Men #1 (1963)

## POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





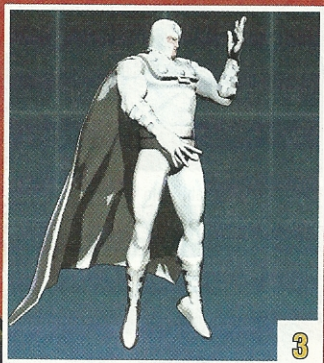
## ALTERNATE COSTUMES



1



2



3



4



5



6



DLC

## Overview

Vitality	850,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	147.5%	122.5%
Level 3 (1 teammate remaining)	170%	130%

Your goal with Magneto is to push your challenger's character into the corner, and look for chances to connect with a throw. But if Magneto has beams, shockwaves, gravity things, and all this other stuff, why would you want to play him like a really mobile wrestler?

Clean hits with Magneto lead to combos that carry adversaries to the corner while building over a bar of hyper meter

Scoring a throw deals half as much damage, but still results in a cornered foe and Magneto gains at least one bar via the combo after the throw

Magneto's offensive momentum midscreen is killed by advancing guard without assists to help him, but throws can't be guarded and pushblocked, and advancing guard is less helpful to a cornered competitor

Magneto's corner combos inflict terrific damage: at least 700,000 if you spend one bar of hyper meter, and possibly well over 900,000 if you use a lv.3 hyper combo or THC to a teammate

How do you push adversaries into the corner with Magneto?

Using Electromagnetic Disruptor L, Magnetic Blast, Magnetic Shockwave, zoning assists, and the new Repulsion special move to create a wall that repels his opponents backward

Attacking aggressively with throws and the tip of air **H**, backed by interfering assists, when his foes are deterred from advancing

Using a corner-carry combo off of any successful hit, including throws

### TUNING SINCE ORIGINAL MVC3

Since air **H** and airdashing both behave differently in *UMvC3*, the "ROM" combo (super jump rising **H** **cancel** down-forward airdash **H** x8; it was more complicated in terms of timing/positioning, but that's the red meat) is mostly no longer possible midscreen. It's also harder (depending on the size of the challenger) for Magneto to perform repeated flying airdash **H** air combos midscreen. (Both the ROM and flying airdash **H** loops still work in the corner and sometimes midscreen, mostly on big adversaries; giant robots just aren't catching breaks lately, are they?)

Magneto is still a high-damage character, and he still rushes with the best of them. Triangle jump air **L** still hits in about 19 frames, performed as quickly as possible; the change in airdash acceleration might make it *easier* for you to use triangle jump **L** and **H** now, especially from a normal jump (in particular, it is now much easier to triangle jump *backward* with air **H**, which is a good close range feint). What he lost was the ability to carry any competitor into the corner from anywhere with the ROM loop, then hit them for another 10 seconds with the Hyper Gravitation corner loop, and finally cap it off with Gravity Squeeze for the assured knockout off a self-sufficient combo. Although that was only seen at high levels of play, it was still a bit much, and so it's gone. Magneto is still Pringles, though.

The **L** and **M** versions of Electromagnetic Disruptor have 5 and 4 more frames of recovery, respectively. EM Disruptor L is slightly less abusable from fullscreen, but many characters still have no answer for it simply by design. (Magneto is, after all, a sort of mutant demigod who can manipulate elements and fly, while Haggar is... uh, a determined politician with a pipe. It's not David and Goliath exactly, but...)

Magneto also gained three variations of a new class of special move that allows the momentum of adversaries to be altered (Storm, one of Magneto's best friends, at least as far as fighting games are concerned, got the other two moves like this). Competitors can be pushed out, pulled in, or slammed to earth. Between Magneto's considerable capabilities at both close and long range and the possibilities with assists, the existence of these moves serves only to strengthen the leader of the Brotherhood rather than to change his purpose.

Air **H** knocks Magneto's opponent back farther

Airdash speed and distance reduced

Recovery time on Disruptor L & M increased

Magnetic Tempest and Gravity Squeeze are mashable

Flight duration decreased to 106 frames from 120 frames

New move: Fatal Attraction **←↓↘↙** **L** pulls opponent toward Magneto

New move: Repulsion **←↓↘↙** **M** pushes challenger away from Magneto

New move: Reverse Polarity **←↓↘↙** **H** pulls foe down from the air

Invulnerability removed from Magnetic Tempest



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	50,000	400	5	3	10	+1	0	Chainable into <b>L</b> attacks
2	Standing <b>M</b>	1	65,000	520	10	4	17	-2	-3	—
3	Standing <b>H</b>	1	83,000	664	8	7	26	—	-9	Knocks down



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	43,000	344	6	3	9	+2	+1	Low attack, chainable into <b>L</b> attacks
2	Crouching <b>M</b>	1	70,000	560	9	4	19	-4	-6	Low attack, projectile has 1 low priority durability point
3	Crouching <b>H</b>	1	75,000	600	10	9	27	—	-12	Low attack, knocks down rival



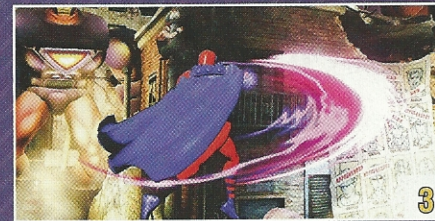
## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	90,000	720	8	5	23	—	-4	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	48,000	384	6	3	18	+12	+11	Overhead attack
2	Air <b>M</b>	1	68,000	544	10	5	20	+17	+15	Overhead attack
3	Air <b>H</b>	1	83,000	664	10	7	19	+21	+19	Overhead attack





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	90,000	720	11	6	19	+18	+16	Overhead attack, causes hard knockdown if used in launcher combo
2	Air <b>↗</b> + <b>S</b> (during launcher combo)	1	60,000	480	10	4	17	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>→</b> or <b>↖</b> + <b>S</b> (during launcher combo)	1	50,000	400	10	4	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air <b>↘</b> + <b>S</b> (during launcher combo)	1	50,000	400 + 10,000	11	5	20	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↗</b> + <b>H</b> (ground)	4	80,000	800	1	1	Captures foe for 134 frames, Magneto may move after 90 frames
	<b>↖</b> + <b>H</b> (ground)	4	80,000	800	1	1	Captures rival for 144 frames, Magneto may move after 91 frames
2	<b>↗</b> + <b>H</b> (air)	4	80,000	800	1	1	Captures adversary for 152 frames, Magneto may move after 90 frames
	<b>↖</b> + <b>H</b> (air)	4	80,000	800	1	1	Captures opponent for 163 frames, Magneto may move after 91 frames



MAGNETO



## As a Partner—Crossover Assists

Screen	Type	[P1+P2] Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Magneto— $\alpha$	Magnetic Shockwave	Electromagnetic Disruptor L	1	90,000	720	35	11	120	90	Knocks down, beam durability: 1 frame x 5 low priority durability points
2	Magneto— $\beta$	Magnetic Tempest	Hyper Gravitation M	2	95,000	950	50	—	127	97	Captures foe, 2nd hit is inflicted if opponent is not struck while captured, 2nd hit knocks down, projectile has 3 low priority durability points
3	Magneto— $\gamma$	Magnetic Shockwave	Force Field L	1	100,000	800	28	20	119	89	Counter, assist vulnerable for 3 frames before counter activates, spinning knockdown if physical attack touches active frames, active frames nullify medium priority projectiles



Electromagnetic Disruptor is one of the best beams in the game, and beam assists are generally wonderful; Magneto— $\alpha$  is no exception (and, although Magneto had some recovery added to the **L** and **M** versions of EM Disruptor on point, his assist took no such hit). Pair this with any character who relies on zoning to bolster their long range assaults; pair this with any teleport-capable character to create instant, easy mix-ups when you call Magneto— $\alpha$  on one side, then immediately teleport to the other. With characters who can self-OTG, you can also frequently perpetuate a combo by scoring a hard knockdown (like after flying screen), then calling Magneto— $\alpha$ , then using an OTG move. Magneto's Electromagnetic Disruptor only hits once, keeping both hitstun decay and damage scaling down and probably putting your opponent in position for the combo to be continued.

Not only is it asking a lot for Magneto— $\beta$  to actually hit a target outside of combos tailored just for the Hyper Grav assist, but you'll get Magnetic Tempest instead of Magnetic Shockwave in crossover combinations. This loses the OTG capability Magneto— $\alpha$ — $\gamma$  brings to the table for a team.

Magneto— $\gamma$  grants Shockwave in crossover combinations, but it's not as useful as it would seem for being a counter assist. Magneto is a low-vitality character to begin with, and he's vulnerable when he lands, before he actually performs Force Field. If the challenger has *anything* active when Magneto touches down, Magneto just takes damage for no reason.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	$\downarrow \triangle \Rightarrow + [P1+P2]$	1	50,000	500 - (-1 hyper meter bar)	2	4	20	—	0

**Notes**  
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Electromagnetic Disruptor L	$\downarrow \triangle \Rightarrow + [L]$	1	90,000	720	7	14	29	-2	-24	Knocks down, beam durability: 1 frame x 5 low priority durability points
	Electromagnetic Disruptor M	$\downarrow \triangle \Rightarrow + [M]$	2	104,500	880	12	13	29	+2	-21	Knocks down, beam durability: 2 frames x 4 low priority durability points
	Electromagnetic Disruptor H	$\downarrow \triangle \Rightarrow + [H]$	3	121,900	1080	17	15	24	+5	-19	Knocks down, beam durability: 3 frames x 4 low priority durability points
	Air Electromagnetic Disruptor L	(in air) $\downarrow \triangle \Rightarrow + [L]$	1	90,000	720	9	14	Until landing	-5	-26	Knocks down, beam durability: 1 frame x 5 low priority durability points
	Air Electromagnetic Disruptor M	(in air) $\downarrow \triangle \Rightarrow + [M]$	2	104,500	880	14	13	Until landing	+3	-20	Knocks down, beam durability: 2 frames x 4 low priority durability points
	Air Electromagnetic Disruptor H	(in air) $\downarrow \triangle \Rightarrow + [H]$	3	121,900	1080	21	15	Until landing	+10	-14	Knocks down, beam durability: 3 frames x 4 low priority durability points
2	Hyper Gravitation L	$\downarrow \triangle \Leftarrow + [L]$	2	95,000	950	26	—	35	+25	-22	Captures foe, 2nd hit is inflicted if opponent is not struck while captured, 2nd hit knocks down, projectile active for 15 frames, projectile has 3 low priority durability points
3	Hyper Gravitation M	$\downarrow \triangle \Leftarrow + [M]$	2	95,000	950	31	—	30	+31	-17	Captures adversary, 2nd hit is inflicted if competitor is not struck while captured, 2nd hit knocks down, projectile active for 15 frames, projectile has 3 low priority durability points
4	Hyper Gravitation H	$\downarrow \triangle \Leftarrow + [H]$	2	95,000	950	36	—	25	+31	-12	Captures opposing character, 2nd hit is inflicted if rival is not struck while captured, 2nd hit knocks down, projectile active for 15 frames, projectile has 3 low priority durability points



## Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
2	Air Hyper Gravitation L	(in air) ↓ ↘ ↙ + L	2	95,000	950	30	—	36	+25	-24	Captures foe, 2nd hit is inflicted if opponent is not struck while captured, 2nd hit knocks down, projectile active for 15 frames, projectile has 3 low priority durability points
3	Air Hyper Gravitation M	(in air) ↓ ↘ ↙ + M	2	95,000	950	35	—	31	+31	-19	Captures adversary, 2nd hit is inflicted if competitor is not struck while captured, 2nd hit knocks down, projectile active for 15 frames, projectile has 3 low priority durability points
4	Air Hyper Gravitation H	(in air) ↓ ↘ ↙ + H	2	95,000	950	40	—	26	+31	-14	Captures opposing character, 2nd hit is inflicted if rival is not struck while captured, 2nd hit knocks down, projectile active for 15 frames, projectile has 3 low priority durability points
5	Magnetic Blast L	(in air) ↑ ↘ ↙ + L	1	70,000	560	14	—	35	—	—	Knocks down airborne foe, recovers immediately when grounded, projectile has 5 low priority durability points
	Magnetic Blast M	(in air) ↑ ↘ ↙ + M	1	70,000	560	18	—	31	—	—	Knocks down airborne opponent, recovers immediately when grounded, projectile has 5 low priority durability points
	Magnetic Blast H	(in air) ↑ ↘ ↙ + H	1	70,000	560	22	—	27	—	—	Knocks down airborne adversary, recovers immediately when grounded, projectile has 5 low priority durability points
6	Force Field L	⇒ ↓ ↘ + L	—	—	—	3	19	28	—	—	50 total frames, counter attack, active counter frames also nullify medium priority projectiles
	Force Field M	⇒ ↓ ↘ + M	—	—	—	8	19	29	—	—	55 total frames, counter attack, active counter frames also nullify medium priority projectiles
	Force Field H	⇒ ↓ ↘ + H	—	—	—	12	19	30	—	—	60 total frames, counter attack, active counter frames also nullify medium priority projectiles
7	Force Field Counterattack	—	1	100,000	800	15	20	41	—	-37	Triggered if active frames of Force Field are struck with a physical attack, invincible from frames 1-75, spinning knockdown
8	Flight (in air OK)	↓ ↘ ↙ + S	—	—	—	15	—	—	—	—	Activates flight mode, flight mode lasts for 106 frames
9	Fatal Attraction	↔ ↓ ↘ + L	—	—	—	7	23 (pulled)	11	—	—	Unblockable, pulls competitor toward Magneto, foe is free to act while being pulled
10	Repulsion	↔ ↓ ↘ + M	—	—	—	12	20 (pushed)	14	—	—	Unblockable, pushes opponent away from Magneto, adversary is free to act while being pushed
11	Reverse Polarity	↔ ↓ ↘ + H	—	—	—	16	10 (pulled down from air)	19	—	—	Unblockable, pulls airborne rival down to the ground, opposing character is free to act while being pulled down



**Electromagnetic Disruptor.** Magneto's beam has slightly more recovery at the end than it did in *MvC3*, but it's still one of the best ranged attacks. His EM Disruptor L starts traveling on frame 7 after input, and it crosses the entire field by frame 16. For comparison, most overheads aren't even that fast. When trying to control your challenger from fullscreen, or to preempt or stay even with zoning-oriented adversaries, EM Disruptor L should be the foundation of your efforts.

Because of its speed, grounded EM Disruptor is particularly good for hit checking opposing assists. If any EM Disruptor happens to knock down your competitor's assist, you have plenty of time to decide whether you'd like to cancel to Magnetic Shockwave to beef up the red damage inflicted (this doesn't work on point characters, since EM Disruptor doesn't cause a hard knockdown on them, but any hit is a brief hard knockdown on assists). This assist-punishing trick is more valuable if the assist is in the middle of the field, so Shockwave can carry them farther and hit more often. If the opposing assist is knocked down to the back of the screen, Shockwave only hits them once or twice; if EM Disruptor knocks them OFF screen, Shockwave might not hit at all.

If your opponent makes you nervous as you fire EM Disruptor, such as by airdashing just over it toward Magneto, cancel into Magnetic Shockwave to make Magneto safe against any character who doesn't have an invincible attack or quick teleport that can pass through Shockwave on reaction.

If you don't want to spend hyper meter or go for a reset at the end of air combos, finishing with standing H canceled into EM Disruptor H is always a decent option (and can be canceled into Gravity Squeeze from anywhere, if you want to spend the meter).

Note that Electromagnetic Disruptor can only be used once per airborne period, after which Magneto will fall to earth unable to act or guard. Activate flight first if you want to shoot EM Disruptor repeatedly, or if you want to prevent Magneto from being helpless on the way down afterward.



Hyper Gravitation L



Hyper Gravitation M



Hyper Gravitation H

**Hyper Gravitation:** Magneto sends a magnetic snare out toward his rival; the heavier the version, the farther the magnetic snare travels, but the slower Magneto releases it.

Hyper Grav is a mainstay in corner combos, where it's possible to reliably juggle airborne foes with standing H into Hyper Grav L leading into more corner shenanigans. In fact, you can make Magneto perform a so-called "Hyper Grav loop" on cornered competitors; see Advanced Tactics for more details. This can work midscreen, as well, but it's much harder.

The natural follow-up to Hyper Grav is either Magnetic Tempest (and then maybe a THC), or a short combo that leads into Gravity Squeeze (like the one mentioned in the EM Disruptor entry).

You can add Hyper Gravitation to combos midscreen either through the use of assists in combos (cause a hard knockdown, call an OTG assist and perform Hyper Grav), or by using air exchange to tag Magneto into the middle of a team aerial combo, letting him perform the auto-hit on the way in, then IMMEDIATELY airdashing down-forward and performing Hyper Grav L. (There are other ways, too; see the Combo Appendix.) Otherwise, it can be useful to occasionally "poke" with Hyper Grav H from mid to long range just to remind your opponent that you can send random snares their way. However, since Hyper Gravs themselves are easily destroyed by enemy projectiles, and because Magneto is wide open if Hyper Grav misses, this is not a baseline strategy that you can rely upon.



# MAGNETO





**Magnetic Blast:** This move is a diagonally-aimed magnetic projectile that can only be thrown while Magneto is airborne. The motion is unusual: while  $\downarrow \triangle \rightarrow$  fireball motions are second-nature to any fighting game player by now,  $\uparrow \triangle \rightarrow$  can be deceptively awkward, especially if you're trying to do something like use Mag Blast as soon as possible after a forward jump. Spend some time in Training Mode doing nothing but tossing Magnetic Blasts to get used to it. For another tip, whenever you're

planning to throw a Mag Blast, try doing  $\triangle + H$  in midair first. One reason for this is to simply to sort of both "center" yourself and Magneto; since you're intentionally canceling air  $H$  into Magnetic Blast, the results are more predictable than if you tried to do Mag Blast by itself, failed, and somehow got another move on accident. The execution failures are then on your terms if they occur. Done correctly, and the air  $H$  barely even animates before Mag Blast, and starting at  $\triangle$  means that not only does the air  $H$  double as an option select air throw if your target happens to be in range, but it also makes it a natural motion to roll  $\triangle \uparrow \triangle \rightarrow$ .

The angle of Magnetic Blast makes it very useful, since most characters can't deal particularly well with ranged threats that descend on them at a 45-degree angle. This is the same reason Akuma's air Go Hadou projectiles end up being so strong in any traditional *Street Fighter* title, where almost no one but him has that kind of ability. Get above your challenger and toss Mag Blast diagonally down at them, and Magneto is free to airdash in behind the projectile. Unlike beams, Mag Blasts do not dissipate if Magneto receives a hit after tossing them. You can also use Magnetic Blasts in variations of Magneto's air combos.

Magneto releases lighter versions of Magnetic Blast more quickly, but the projectiles travel more slowly. Heavier Magnetic Blasts take longer to toss, but they traverse the screen faster.

**Flight:** Magneto's flight mode is invaluable for his mobility and air combos. Flight mode has been reduced slightly in duration since *MvC3* to cut down on Magneto's ability to stay airborne, flitting around with repeated flying airdashes. The duration reduction also slightly shortens Magneto's flight mode air combos.

Only with flight can Magneto airdash more than once per jump. This is done in one of two ways. You can cancel different directions of airdash into one another using normal inputs ( $\triangle + ATK$ ,  $\triangle \rightarrow + ATK$ ,  $\triangle \uparrow + ATK$ , and so on). Or, you can airdash in the same direction over and over using plink inputs ( $ATK \sim ATK$ ,  $ATK \sim ATK$ ,  $ATK \sim ATK$ , drumming two attack buttons on consecutive frames repeatedly while holding the direction you want to airdash—use  $H$  as the first button so your airdashes double as air throws! See Advanced Tactics for more details). You can use this in all sorts of ways, especially combined with using air  $S$  to drop from the flight whenever you want. From a flying position at normal jump height in near your rival, for example, you can airdash up-back then immediately back down-forward with air  $S$  to feint the backdash into a forward triangle jump. Air  $S$  makes Magneto land automatically, so if it hits, you'll be able to confirm and continue the combo from the ground. This is also extremely useful after taking a hit that causes Magneto to recover in the air; activate flight, then airdash away rapidly (while calling an assist that provides cover from the ground, if you have one), or feint airdashes away, then airdash aggressively at your foe with attacks.

#### Fatal Attraction, Repulsion, and Reverse Polarity

**Polarity:** Along with Storm's new Fair and Foul Wind specials, these actions allow Magneto to push and pull adversaries around on a whim. Between Fatal Attraction and Repulsion, as with Storm's Foul/Fair Wind, the version that pulls opponents toward Magneto has both a slightly larger effect and occupies slightly less of Magneto's time than the version that pushes away. For Reverse Polarity, the move forces any competitor airborne between frames 16 and 26 to the ground.



Fatal Attraction



Repulsion



Reverse Polarity

These actions have no effect on assists, and they don't put your challenger into any actual kind of "stun" state, so they're still free to act. This means you won't want to use them for just any old reason, since that only gets Magneto into trouble. Depending on your team, you can couple the use of these actions with particular assists to make Magneto relatively safe and open up new avenues of opportunity.

For example, if a competitor such as Chris takes to the air to fire his Uzi, you can call some sort of assist that hits a long way laterally (like beams or Sentinel— $\alpha$ ), then perform Reverse Polarity to haul him right back down and into the path of your assist. You'll be able to tack on an EM Disruptor to pile on, hit or guarded, and you're both back at fullscreen square one.

Or, from long range, you can call an assist like Chun-Li— $\gamma$ , Chris— $\gamma$ , or Dante— $\alpha$ , then perform Fatal Attraction. If your competitor is careless with their movement while Fatal Attraction sucks them in, they just may get clipped by the assist, giving you plenty of time to verify, dash forward, and launch them. As with Storm's Foul Wind, Fatal Attraction is also very useful to mess with adversaries who think they're going to fall or airdash onto Magneto. Perform an early preemptive Fatal Attraction after the opponent super jumps, and they'll be pulled clear over Magneto, and their air basic attacks whiff (unless it's something omnidirectional like Zero's air  $H$ ).

These moves work at ANY time—while Reverse Polarity won't do anything to challengers who aren't airborne, Repulsion and Fatal Attraction can even push and pull competitors lying prone or recovering from a knockdown! In this manner, these moves can be very useful for devious resets. Fatal Attraction also allows you to squeeze a little more damage out of OTG Magnetic Shockwave by repositioning the opposing character closer to Magneto right before the hyper combo hits them off the ground.



**Force Field:** For Magneto's counter move, he counters any physical hit that strikes him during active frames with his Force Field counterattack. The counterattack isn't assured; if your opponent triggered Force Field with an attack that recovers quickly, they may have time to guard the counterattack.

On hit, the Force Field counterattack causes a spinning knockdown; you can hyper combo cancel the recovery of the Force Field counterattack to capitalize. (You can also activate X-Factor.) During both the Force Field and the counterattack, Magneto is invincible to physical attacks, and incoming projectiles of medium priority or less become nullified. He can still be thrown, however.







In terms of application, you can use Force Field effectively against obvious assaults, such as repeated dive kick-type attacks (like the ones Wolverine, Trish, and others love to use) or square jump  $H$  spam. When your ground chains are guarded, you can also cancel crouching  $H$  into Force Field occasionally... most opposing players are aware that Magneto is punishable after a blocked slide, but you can deter this by occasionally mixing in Force Field. Overall, it's a better approach to just not have your slide blocked and to not play "chasing the queen" adding high-risk escapes to high-risk maneuvers, but it's worthwhile to do this kind of thing occasionally just to remind your competitors that you might do it.



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## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Magnetic Shockwave	↓ ↘ ↙ +  	6	327,800	14+1	44	56	—	-68	Frames 1-10 invincible, OTG-capable, hard knockdown
2	Magnetic Tempest (in air OK)	↓ ↘ ↙ +  	40-80	275,400-330,700	4+23	77	29	—	-4	Knocks down, each rock has 1 high priority durability point, can be mashed for additional hits
3	Gravity Squeeze (level 3 hyper combo)	↘ ↓ ↙ +  	2-50	400,000-448,000	20+1	2	43	—	-30	Frames 1-10 invincible, OTG-capable, hard knockdown, unaffected by damage scaling, can be mashed for additional hits

**Magnetic Shockwave:** This creates a series of infinite-height energy columns that travel away from Magneto. If these pillars contact adversaries along the way, they'll be carried along with the wave. Thus, Magnetic Shockwave ends up dealing a lot more damage midscreen than near corners, where the columns quickly travel off the side of the playing field.



Magnetic Shockwave is most important for its defensive and anti-assist uses. When using Electromagnetic Disruptors to prod your challenger from far away and keep them out, they will probably eventually jump over your beam barrage. Here, they might airdash or fly forward and threaten Magneto, but you can just cancel the recovery of EM Disruptor to Magnetic Shockwave in order to insulate Magneto from most harm (your foe might still blow through with a teleport or a move that's invincible for a good period of time, like lv.3 hyper combos; in this case, you'll have to blow X-Factor to be safe—this can actually be bait against a teleporter—or just eat the punishment with a smile. You can't win 'em all). Your EM Disruptors also inevitably sometimes snipe opposing assists as they try to come on screen. On reaction to this, if the opposing assist is close to Magneto's side of the screen or in the middle of the playing field, cancel to Shockwave to punish the assist further and perhaps coax a bad mistake out of the opposing player's point character.

Shockwave can also end midscreen combos, and it is indirectly better at this than in original *MvC3* thanks to Fatal Attraction. After all, the closer your opponent is to Magneto when Shockwave hits, the better. Air combo your rival and cause flying screen, then perform Fatal Attraction to pull their body toward Magneto. Cancel to Magnetic Shockwave before they get up for the OTG. If you cause a hard knockdown in the corner, and you don't have an OTG assist handy to enable you to pop your competitor up into Hyper Grav  Magnetic Tempest, then backdash away from the corner and perform Fatal Attraction canceled into Magnetic Shockwave. This ekes about ~55,000 more damage out of corner Shockwave than was possible in original *MvC3*.




**Magnetic Tempest:** Magnetic Tempest is used in combos, usually after Hyper Grav. Juggling into either Magnetic Tempest or Gravity Squeeze is the ultimate goal of most corner combos. Mash an attack input for increased damage.

If X-Factor is activated during Magnetic Tempest, the rocks dissipate right away. Since Magnetic Tempest combos involve the challenger being right next to Magneto, he'll be in position to dash and launch immediately. Hitstun decay becomes pretty



**Gravity Squeeze:** Magneto's lv.3 hyper combo strikes wherever the opponent is on the 21st frame after input. An attack input can be mashed on hit for a little extra damage. Afterward, your foe is lobbed backward in a hard knockdown. Magneto can follow-up after this at the very least by juggling the opposing character with EM Disruptor; near corners, Magneto can actually dash in and use standing **H**, **S** to launch the challenger before they hit the ground. Hitstun decay is high by the time you get to an air combo afterward, so the

best you can usually do is to cause a hard knockdown in the corner. (With some assists, you can do better—for example, dash forward after Gravity Squeeze and juggle standing  EM Disruptor H while calling Dormammu— $\alpha$ , then cancel to Magnetic Tempest!)

Gravity Squeeze is OTG-capable, which makes it an excruciatingly easy way to add 400,000+ damage to any hard knockdown. It also combos after any standing **H**, EM Disruptor, Hyper Grav, or Force Field counterattack. You might even choose to cause a long-lasting hard knockdown with one of Magneto's teammates, then tag him in to finish their combo with an immediate OTG Gravity Squeeze. Magneto's flexibility with adding Gravity Squeeze to any of his combos means he's always extra dangerous when he's packing surplus hyper meter.

# Battle Plan

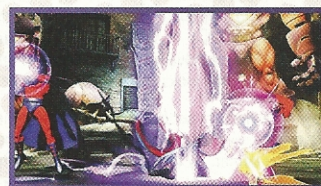
Magneto has a terrific air **H** and air **L** for rushing down challengers, but his ground attacks are actually not quick compared to the fastest pixies. So, you'll generally only want to attack on the ground behind the frame advantage that is provided by either a jump-in attack or an assist. Magneto works best with pinning assists, or assists that take up a lot of lateral space (and the longer they stay active, the better). Beam assists help Magneto's ranged game, as they do with anyone, but they don't tend to last long enough to give Magneto several free shots while his opponent guards, and they tend to keep your rival stuck in guardstun, which reduces the amount of ways they could screw up against an aggressive Magneto.

Ultimately Magneto works best with assists like Akuma— $\beta$  and Sentinel— $\alpha$ . Backed by an assist like Akuma's projectile-invincible Tatsumaki, Magneto can be played in a proactive manner on offense; with Sentinel's drones, the play should be more laid-back and measured. (This is just as true if you select assists other than these, though your actual tactics may have to be altered slightly.) Both assists mentioned here are fragile and have to be covered in different ways, and Magneto is no Sentinel Thor, either, so the low vitality of the team also dictates how you should operate—carefully.

Magneto has an ideal means to cover Sentinel calls—standing with his back to the screen edge and performing EM Disruptor after calling Sentinel. If your foe does anything that makes you nervous, you can cancel to Magnetic Shockwave to protect both characters. After the drones are on screen and traveling, Magneto can catch up to them easily if you wavedash while they travel to your opponent's character. (Once Sentinel leaves, you are also safe to use Fatal Attraction to pull your adversaries forward into the drones, or execute Reverse Polarity to suck them down out of the sky into the drones.) As the opposing character is forced to block the drones one way or another, Magneto can then be made to alternate between dash-in crouching **L**, triangle jump air **L**, or empty triangle jump into crouching **L**. Because Sentinel's drones force your competitor to sit still for so long, you have time to take two or three cracks at breaking down your rival's defense here. If your opponent weathers the storm and pushblocks Magneto back successfully, then it's time to create another space to call Sentinel and repeat the process. Other assists such as Captain



*By getting your challenger to guard an assist that holds them for a while, you'll buy yourself a chance to crack their shell.*



*Magneto's ranged powers are supplemented by new moves that let him reposition his adversary.*

America— $\alpha$  and Rocket Raccoon— $\alpha$  can be used for more or less the same purpose, although they occupy much less of the playing field.

With an assist like Akuma— $\beta$ , you can play more aggressively because Akuma cuts through so much stuff with his body (whereas Sentinel assist cuts through nothing, the robot just stands there beckoning for the drones—do robots need the pointing?—waiting for your challenger to nuke a giant, fragile target if you don't stop them). Instead of covering the assist call itself, your goal is to call the assist when you're already relatively close to your target, then react accordingly. Don't commit to an attack *while* you're dashing in and calling Akuma; wait to see the results of Akuma first. Otherwise, you might get both Magneto and Akuma caught at once. On the other hand, if Magneto isn't committed, you'll be able to block and pushblock if your adversary starts hitting Akuma; from here, you'll possibly be free to employ EM Disruptor, Hyper Grav H, or Magnetic Shockwave in order to stop them.

If Akuma starts hitting the opposing character, you can react in time to continue with a combo; if Akuma is guarded, your job is to force your challenger to keep guarding with either EM Disruptor, dash-in crouching **L**, or a triangle jump mix-up so Akuma can leave safely.

Magneto also works well when paired with OTG-capable assists; the master of magnetism is fast enough and his combos are flexible enough to make just about any assist work. Off any OTG hit, you can continue the combo or easily link Hyper Grav to Magnetic Tempest to can off a combo.



# MAGNETO





Magneto can be played to stalemate some characters with Electromagnetic Disruptors alone.



One big plus to landing a throw is that your challenger's incoming assist ends up whiffing harmlessly.



You can force incoming characters into situations where they're susceptible to an air throw or combo regardless of what they do.



With careful timing, you can use the new Repulsion special against a foe you've knocked down into the corner to prevent them from rolling out.

Without being backed by an assist who takes up a lot of space and gives Magneto chances to stage mix-ups without much risk, you'll have to take more advantage of Magneto's ranged tools, since rushing in mindlessly without cover is a good way to lose.

When in doubt, there is nothing wrong with attempting to zone your challenger with Electromagnetic Disruptor L and Magnetic Blast L. Shoot EM Disruptor at opponents who are directly across from Magneto; toss Mag Blasts down upon them from up above and far away. If you super jump backward and throw Mag Blast L as soon as possible, you'll have plenty of time afterward to either:

**Airdash up-back and throw another Mag Blast L, then possibly activate flight to stay in the air longer, or fall to earth to get another bead on EM Disruptors and rushing in**

**Airdash down-forward, and attack behind the cover of Mag Blast L**

**Activate flight and airdash forward and down-forward repeatedly to either fall directly on a competitor with air **S** or pass over them to the other side**

Mag Blasts are also very useful at normal jump height, if your challenger's team isn't constituted to completely dominate ground level (you're not going to get away with throwing many jump height Mag Blasts if Rocket Raccoon or Arthur are spamming projectiles while calling a Doctor Strange assist, for example). When he is this low to the ground, you have time to dash in with Magneto and combo after a Magnetic Blast hits from mid range (or, if Mag Blast is guarded, to triangle jump air **L**, or empty triangle jump into throw or crouching **L**, and so on). Throwing Magnetic Blast in this manner works as a sort of pseudo-assist, giving you a brief chance to attack without the risk of just running forward. At the very least, getting a Magnetic Blast out there assures you of adding an EM Disruptor H for your opponent to block right afterward, for a little chip damage and hyper meter gain.

Without an assist to help pin or Magnetic Blasts to attack behind, throws become especially important while playing Magneto. He's a fast character, extremely air-mobile, who can corner a competitor off any throw; whether you ground throw your challenger or air throw them, Magneto can manage to catch up and hit them while they're encased in magnetic rocks, and then it's corner carry combo time. Throws are important because without an assist to help him out, Magneto is fairly susceptible to being pushblocked. His overheads are good, but they're not really as fast as they look—characters who can jump and perform rising attacks as overheads are actually impossible to react to, while Magneto is merely very difficult. Magneto has a version of this, with instant overhead jumping air **M**, canceled into triangle jump air **L**, but it's difficult and misses many characters, especially if they're crouching (which they probably were, if jumping air **M** managed to hit them in the face). Your mix-ups between dash-in crouching **L** and triangle jump air **L** / **H** take on a totally different complexion once you can mix in surprise throw attempts reliably. Opponents waiting to use advancing guard to buy space end up getting snagged. Dashes can be crouch canceled into a throw attempt (be precise with your input to avoid accidentally getting an up-close **↘** **↗** **↖** **↙** + **H**), while empty triangle jumps can naturally lead to a throw upon landing. (See the Advanced Tactics section for a means to install more than one air throw attempt into what looks like an empty triangle jump!)

So you've chased your challenger into the corner, either by pushing them back with Magneto's projectile prowess or with a corner carry combo. If the combo is still in progress when you get to the corner, try to find a way to finish with Hyper Grav L so that you can transition to the Hyper Grav loop (see Advanced Tactics) before tacking on a hyper combo or going for a reset. Depending on how the corner carry ended and whether Magneto has an OTG-capable assist handy, the best you can do may be to score a hard knockdown in the corner.

Once the opposing character rises, they'll be able to roll forward during ground recovery, but Magneto can be made to correct for that in multiple ways. If you have an assist like Sentinel—**Q** handy, call it so the drones are occupying the space your challenger will roll forward into, then backdash as they roll forward. This gives them just enough room to put themselves into a confusing situation, while you still keep their backs to the corner. Alternatively, you can simply call an assist who can cover Magneto and pin the adversary, and then you can perform Repulsion as the target starts to roll forward. Magneto simply holds them in place, and then they'll be forced to guard the assist covering Magneto... and they'll still be in the corner, with Magneto right next to them with frame advantage!

Catching one or two sequences correctly with Magneto against a cornered competitor should result in a knockout. The next character falling in fresh also gets cornered. To cover a number of bases, the most consistent thing to do is to jump to meet them just as they come in with air **H** canceled into Magnetic Blast L. If they fall in mashing an attack trying to beat you out, this combo and allows you plenty of time to land and juggle with standing **H**, **S** into an air combo. If they block, you'll still be right on top of them. If they use advancing guard, unless they do it immediately as air **H** hits (which is as likely an accident as anything else; using advancing guard against single attacks on reaction isn't reliable), Magneto lands before them! They're still stuck in the advancing guard animation in midair briefly, so Magneto is free to dash forward, then jump to air throw them before they land. Naturally, an air throw into the corner should mean a minimum of 450,000 damage, not counting THC or X-Factor possibilities.

Any of Magneto's combos can end with either standing **H** or a Hyper Grav; that means you can manufacture this scenario (new character falling in) with a snap back at the end of any combo (cancel st. **H** into snap back, or follow up Hyper Grav with st. **H** **→** snap back). If you are really in your challenger's head, and if they have assists with lots of red damage, then going for snap backs aggressively has more potential than taking guaranteed damage, provided you make your mix-ups pay off.

All this assumes all things go according to your Magneto gameplan, which won't be all the time. Your challenger may turn the tables and go after Magneto aggressively, banking on taking him out with just one solid combo into hyper combo, followed by THC. So you can't afford to be cavalier with Magneto's below-average vitality. The best anti-air against airdashing, jumping, and flying characters going for overheads and cross-ups is often to just try to air throw them. Failing that, Magneto's standing **L** actually makes a terrific hit-confirmable anti-air/anti-jump attack. The little energy flash Magneto creates with his hand is actually invincible (his hand and arm are vulnerable), like the similar effects created by Storm or Iron Man during basic attacks. On offense, use it instead of crouching **L** whenever you anticipate an adversary trying to jump away, or when you're attacking airborne challengers at low altitude. On defense, you can use it to try and tick incoming competitors out of their airborne attacks. As with crouching **L**, just press the button two or three times whenever you use it to give yourself a chance to confirm whether the light attacks have caught your rival. If you do shoot an adversary down with standing **L** x2-3, launch immediately and go for a normal air combo or TAC. Be advised that standing **L** whiffs over the heads of small crouching characters. (And over Amaterasu, Arthur, Rocket Raccoon, and Viewtiful Joe while they're standing!) Finally, if you can manage to jump backward, air **↖** + **H** **→** Magnetic Blast L buys solid separation and a chance for Magneto to regain control, and backward triangle jump **H** actually comes out *faster* than forward triangle jump air **H** because of the new "hitch" in Magneto's down-back airdash. Even from a backward triangle jump, the attack still has good range.

**"MINE IS THE POWER TO DESTROY—  
BUT I CHOOSE NOT TO. PROFIT FROM  
MY EXAMPLE."**




## COMBO USAGE



**MIDSCREEN:** CR. (L) (L) (M) (H) (S) [CANCEL] → FORWARD SUPER JUMP, IMMEDIATE AIR (H) , PAUSE, [CANCEL] → DOWN-FORWARD AIRDASH, PAUSE, AIR (H) , LAND, FORWARD DASH, ST. (H) (S) [CANCEL] → FORWARD SUPER JUMP, AIR (H) [CANCEL] → FORWARD AIRDASH, AIR (H) [CANCEL] → ↓ ↖ + (S), AIR (L) (H) [CANCEL] → FORWARD AIRDASH, (AIR (H) [CANCEL] → FORWARD AIRDASH) REPEAT BRACKETS X5, AIR (S) , LAND, OTG-CAPABLE ASSIST, ↓ ↖ + (H) [CANCEL] → ↓ ↖ + (ATK-ATK) (MASH (ATK)) OR ST. (H) [CANCEL] → ↓ ↖ + (ATK-ATK) (MASH (ATK)) . DASH IN ST. (H) (S) [CANCEL] → ↓ ↖ + (H)

Requires OTG-capable assist (damage varies slightly based on assist), ~720,300 damage, ~124% meter gain (or ~945,000 damage, ~140% meter loss with Gravity Squeeze)

This combo carries your challenger corner-to-corner, and it requires an OTG-capable assist (if you simply end the combo at the hard knockdown, it still corners them while dealing a respectable 462,000 damage and building 117% hyper meter). From the middle of the playing field, this combo will already have your adversary in the corner by the time you get to the flight portion, and so it can work on every character; from closer to your own corner, they won't be in the other corner quite yet. This makes the air  link after activating flight late in the combo unreliable or impossible on some mid-sized and almost all small characters.

**Midscreen air  to flight air combo unreliable on:**

Arthur	Chun-Li	Deadpool	Doctor Strange	Felicia
Firebrand	Frank West	Phoenix*	Phoenix Wright	
Rocket Raccoon	Spider-Man	Strider	Trish	
Viewtiful Joe	Wolverine	X-23	Zero	

\* Not that it matters; this combo K.O.s Phoenix before the portion that doesn't work on her!

After the launch, you want to hit with air (H) on the way up as soon as you can, but you want to pause before airdashing down-forward. This allows Magneto to rise as his victim drifts down slightly. After your late diagonal airdash, you then want to pause again, and link air (H) on the way down as late as possible. After landing, you want to be able to have Magneto dash right into an opponent who's not very high off the ground, so standing (H) to (S) combos properly. This part can take some practice; it's easier (and trivially less damage) to simply land and perform crouching (H) (S) instead. If this misses, you didn't position the rising and falling air heavy attacks properly. Take your time! (On big characters, you can squeeze in a second rep of super jumping air (H) into airdash down-forward air (H), before dashing forward to relaunch.)

If the opening light attacks are guarded, then halt the combo and go for a throw, triangle jump air **L** for an overhead, or **Combo 1** again. If you think your challenger might try to jump away on the ground, or if they're airborne at low altitude already, open with standing **L** x2 instead. If standing **L** x2 strikes against an airborne competitor, just launch with **S** immediately and proceed to the air combo portion without more ground attacks for the sake of consistency.

On small characters, you can perform everything up to where flight is, then do air **S** for a hard knockdown instead. From here, dash forward and call the OTG assist, then perform Hyper Grav H into Magnetic Tempest. This is less damage, hyper meter, and pushback, but it's still totally worth doing, at around 696,100! Alternatively, see the Combo Appendix for a midscreen corner carry flight combo that does less damage, but is much easier and works on every character consistently.

Ending it with a hard knockdown short of the corner also opens up the chance to command dash upon landing with **ATK+STN**, then perform Fatal Attraction canceled to Magnetic Shockwave. The dash, followed by Fatal Attraction, puts Magneto and his challenger right next to one another, making the most of Shockwave. This combo doesn't require the help of an OTG assist, and it allows Magneto to deal a relatively easy 548,900-576,900 damage on anyone in the cast.

II. CORNER ONLY: CR (L, L, M, H, S) CANCEL → FORWARD SUPER JUMP, AIR (H), PAUSE, CANCEL → DOWN-FORWARD AIRDASH, AIR (H), LAND, (UPWARD SUPER JUMP, AIR (H) CANCEL → DOWN-FORWARD AIRDASH, AIR (H), LAND) REPEAT BRACKETS X7, STANDING (H) CANCEL → ↓ ↙ ← + (L) CANCEL → ↓ ↙ ← + ATK ATK (MASH ATK)

**703,100 damage, 32% meter gain**

The so-called "ROM" combo (a name appropriated from a similar up-and-down *MvC2* combo) is still around, but now it's only reliable in corners, where it still works on every character. After the launch, the first super jump repetition is not about speed, it's about position: as with **Combo 1**, you want to hit with air **(H)** ASAP on the way up, then let Magneto drift upward for a moment before airdashing down-forward. The difference here is that after airdashing down-forward, you want to strike with air **(H)** immediately, so Magneto kind of wedges himself between them and the ground and pops his foe back up. From here, perform the seven follow-up reps as fast as you can; if they're in the right position, it's just about speed. (This combo is, strictly speaking, more work than absolutely necessary for this amount of damage, but hey, it looks rad—start off with triangle jump air **(H)** to cr. **(H)** before the launch, and you end up with a combo that is literally 22 heavy attacks in a row. In *MvC2*, he got by with a 5-fierce combo!)

After the final standing **H** to Hyper Grav L, you can also opt to perform standing **H** to EM Disruptor H to Gravity Squeeze. Or, you can just jab your opponent out of the Hyper Grav with standing **L**, then go for an air throw back into the corner against their air recovery.

Whenever super jumping upward during this combo, it's most lenient to super jump up-back... but, this may increase your likelihood of accidentally performing a worthless Hyper Grav H instead of just getting upward-moving air (H). Super jumping straight up works fine, but it makes the timing slightly more exacting. You can use air (M) in place of air (H) during upward-moving portions of the combo, but this diminishes the usefulness to be less than much easier alternatives.

III. THROW / AIR THROW, WAVEDASH, CR. (H), (S) [CANCEL] → FORWARD SUPER JUMP, AIR (H) [CANCEL] → FORWARD AIRDASH, PAUSE, AIR (M), (H), LAND, {FORWARD JUMP, AIR (H) [CANCEL] → FORWARD AIRDASH, AIR (M), (H), LAND} REPEAT BRACKETS X2, ST. (H) [CANCEL] → ↓ ↘ → + (H) (OR IN CORNER ↓ ↘ ← + (L) [CANCEL] → ↓ ↘ ← + (ATK ATK AND MASH (ATK))

**229,900 damage, 95% meter gain (or 468,100 damage and 9% meter loss with Magnetic Tempest ender in the corner)**

Magneto can always follow up after a throw—you just might have to do it a bit differently depending on the position. After a forward ground throw, wavedash forward and slide into launcher with crouching **H**, **S**. After a backward ground throw, you can do the same thing, or simply use Hyper Grav H to pull your competitor over (backward throws, ground or air, keep them trapped longer than forward throws; on the ground, this gives Hyper Grav H time to retrieve them).

After low altitude air throws, you have time to land, dash forward, and slide into launch. If you didn't use up your airdash before the air throw, you can speed this up by airdashing down-forward and whiffing an attack to land faster.

Score an air throw above normal jump height, and you'll need to be quick to catch up to them. Again, if you didn't airdash before the air throw, airdash down-forward immediately while whiffing an attack. On landing, dash forward immediately to slide into launcher. If you already used up the airdash before the air throw, you'll have to use flight (airdashing closer for an air throw is very useful, so this is not unusual). After Magneto recovers from actually throwing them, activate flight. From here, you'll need to airdash two or three times in a row before using air  to talk on the challenger and start a combo before they escape their magnetic shackles. To just airdash normally, you'll have to alternate directions (for the most consistency, use  + **ATK**     +  + **ATK**   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +   +  +   +

# MAGNETO



## COMBO USAGE CONT.

**IV. CR.** (L, L, M, H, S)  $\rightarrow$  FORWARD SUPER JUMP, AIR (M, M, H)  $\rightarrow$  FORWARD AIRDASH, AIR (H, S), LAND, WAVEDASH FORWARD + P1/P2 WESKER— $\beta$  OTG,  $\downarrow \nearrow \leftarrow +$  (H, S)  $\rightarrow$  FORWARD SUPER JUMP, AIR (M, M, H)  $\rightarrow$  FORWARD AIRDASH, AIR (H, S), LAND,  $\leftarrow \downarrow \nearrow +$  (L)  $\rightarrow$   $\downarrow \nearrow +$  (ATK/ATK) (OR  $\rightarrow \downarrow \nearrow +$  (ATK/ATK), MASH (ATK), FORWARD DASH ST. (H, S)  $\rightarrow$  UPWARD SUPER JUMP, AIR (H, S)

**555,000 damage, 7% meter gain (self-sufficient for Shockwave ender) OR 898,600 damage, 165% meter loss with Gravity Squeeze ender**

Without doing some fancy airdash and flight acrobatics, Magneto doesn't really have a reliable, universal, easy bread and butter combo for beginners or online play. Sure, you can just chain to launcher and then super jump cancel to Magnetic Shockwave, but that's not very meter-efficient. By using an OTG assist, he comes the closest to a worthwhile combo that's also easy (and viable for online play; things like the ROM or Hyper Grav loop simply aren't feasible on the intertubes). This allows him to relaunch for more meter, making the combo self-sufficient like his strongest solo combos. The Fatal Attraction at the end is intended to drag the floored foe forward, so more of Magnetic Shockwave hits. The damage for the combo varies depending on the OTG assist you select; Wesker— $\beta$  is simply presented as a solid go-to to make any OTG combo work. (Wesker and Magneto also used to be best friends because of the THC glitch; with that gone, they remain close friends because they are really fond of each other's assists, but they do not make the best THC partners anymore. Make them the buns of the proverbial team sandwich with someone else as the meat, and don't think too much about how hard we forced that analogy.)

You can also simply perform Hyper Grav H  $\rightarrow$  Magnetic Tempest directly off the OTG assist hit, which nets around 590,000 damage and results in a 31% meter loss, depending on the assist used. If you happen to have two OTG-capable assists along for the ride, you can add another super jump rep to this combo, or replace Shockwave with an OTG assist and Grav to Tempest. Packing two OTG-capable assists isn't the most reasonable strategy for team building or zoning, though.

**V. CR.** (L, L, M, H, S)  $\rightarrow$  FORWARD SUPER JUMP, AIR (H), PAUSE,  $\rightarrow$  DOWN-FORWARD AIRDASH, AIR (H), LAND, DASH, (S)  $\rightarrow$   $\downarrow \nearrow \rightarrow +$  (ATK/ATK)  $\rightarrow$   $\downarrow \nearrow \rightarrow +$  (ATK/ATK)

**Requires X-Factor and midscreen, 663,800+ damage to point, 1,000,000+ to assist, 148% meter loss**

If you realize you've caught both the opposing point character and their assist at midscreen, you can hurt them both quite a bit if you're willing to spend a couple bars while popping X-Factor. During lv.1 X-Factor, this combo deals around a million damage to any assist, so it knocks out most of the cast. The damage on a point character isn't amazing (at around 660,000), so save this for when it can either knock out two characters or a very important assist.

If you catch two characters near a corner, you can pop X-Factor, launch both characters, then just proceed to the repeated super jumping portion of **Combo II**. The so-called ROM is actually much easier to do in X-Factor because of Magneto's increased speed. Even during lv.1 X-Factor, the ROM can reach a million damage on point characters while knocking out any assist; at higher X-Factor levels, no character is going to survive. And rejoice, fans of original Magneto: during lv.2 & 3 X-Factor, Magneto is actually fast enough to do the midscreen ROM again! It's difficult, but possible.

If you catch single opponents near the corner during X-Factor, sometimes you can just repeat (standing (H)  $\rightarrow$  Hyper Grav L, step forward). It's an infinite, but you need to be in at least lv.2 X-Factor for it to work on anyone except Sentinel and in lv.3 X-Factor for small characters. After a few repetitions of this loop to build meter and deal easy damage, cancel a Hyper Grav to Magnetic Tempest to score a knockout. In particular, keep this loop in mind if you end up with Magneto in a last-mutant-leader-standing situation, as lv.3 X-Factor makes this easy against anyone.

## ADVANCED TACTICS

### SCOOPS



By making a habit out of executing your airdashes, triangle jumps, and empty triangle jumps a certain way, you'll get way more air throws just as a matter of course.

Air throws are possible even 1 frame after leaving the ground, 1 frame before landing, and just as airdashes begin. By using a couple of tricks, you can install two air throw attempts into your empty Magneto triangle jumps, which helps tremendously when advancing on your adversary and trying to crack their shell. Jump forward, then airdash down-forward as soon as possible by inputting  $\searrow +$  (H)  $\rightarrow$  (ATK). As Magneto descends,

continue holding  $\searrow$  and tap (H) again before Magneto lands. Do this as quickly as possible.

This works because by delaying the non-(H) button press in the airdash command by only 1 frame, the game briefly thinks you are going for an air throw by holding a sideways direction plus (H) in midair. The other (ATK) input one frame later then reinterprets that command as an airdash, as a form of leniency. Go into Training Mode and turn on the input display and airdash over and over again, and you'll be surprised how often you're plink dashing already on accident! It's really difficult to hit two buttons on identical frames all the time, which is why this leniency is there to begin with.

Perform the command quickly, and input  $\searrow +$  (L) for crouching (L) when you land. (Or, land and do  $\rightarrow +$  (H) for a third throw attempt!) Magneto should look like he's just empty triangle jumping forward spasmodically with no attack, before landing and going for a low combo (or throw). It's only natural that a competitor's reaction to overhead/empty jump mix-ups will be to try to get the heck outta dodge, but with this trick, you'll snag them automatically if they try to jump away. If you score an air throw, of course your crouching (L) will never happen, and you'll have time to prepare to follow up post-throw with a combo. If you happen to get your rival into the corner properly, you can proceed to the...

### HYPER GRAVITATION CORNER LOOP



You can mix the Hyper Grav loop into your corner air combos, or you can just go for the loop as your general corner bread and butter.

When you combo into a Hyper Gravitation in the corner, you'll have a chance to go for a demanding, but rewarding, modular combo. Between the built-in capture period of Hyper Grav and the hardly-dwindling hitstun of air (H) and standing (H), this loop usually works for at least three reps even after lots of hits. Juggle into Hyper Grav somehow, then immediately super jump up-back as soon as Magneto can act after the Grav. Allow Magneto to drift just to the beginning of super jump height, then airdash down-forward with air (H), land and juggle with standing (H) canceled to Hyper Grav L, super jump up-back immediately, and lather, rinse, repeat.

The relatively simple three-hit combo portion into super jump must be performed very rapidly, but you must pause unusually long after super jumping. This causes the opposing character ensnared with Magneto to actually drift up with him, just as he begins to drag the screen to

super jump height. If you don't let them drift upward slightly, the combo fails because the foe is too low in altitude for Hyper Grav L to snare him or her.



This loop can be repeated four times *at most* before it ceases to work (the more hits in the combo, the harder it becomes to loop, and in original *MvC3*, it could be looped twice as much), but in the meantime, it provides lots of extra damage and hyper meter for Magneto. Cap off the last Hyper Grav by canceling into Magnetic Tempest or Gravity Squeeze.

If all else fails for you in performing this combo, you're probably not hitting air **H** fast enough after down-forward airdashes. This combo is hard, but it's worthwhile.

Putting your competitor into a Hyper Grav in the corner can be accomplished by:

Air combo near the corner into down-forward airdash **H**, land, standing **H** **CANCEL** Hyper Grav **L**

Air combo to flying air **H**, cancel with "unflight," juggle with falling air **H**, land, standing **H** **CANCEL** Hyper Grav **L**

Throw the target into the corner, Hyper Grav (better: throw the foe, then perform an air combo into standing **H** into Hyper Grav **L**!)

Ending an air combo with a hard knockdown, calling an OTG assist, then using Hyper Grav

## ONCE YOU POP...

While Magneto's combos can be ended with hyper combos, you may also opt to cut combos short on purpose in order to set up situations where you can put your adversary right back into a combo with a throw or reset.

After snaring your challenger with Hyper Grav in a corner combo, for example, you can simply finish the combo with standing **L**. Your rival gets forced to air recover right in front of Magneto; if they air recover neutral or backwards, jumping forward to air throw them on reaction is easy. Against big characters, you can air throw them no matter which way they air recover; against smaller foes, you won't be able to cover all your bases without also calling an assist to cover the space behind you in case they air recover forward over Magneto's head.

You can also combo into Hyper Grav, perform standing **L** while calling an assist who can cover a lot of space in front of you, like Dante— $\alpha$  or Rocket Raccoon— $\gamma$ , then cancel to Repulsion. Your adversary won't go anywhere if they try to air recover forward, though they might expect to... and so they might try something that gets them hit by your assist.

While performing a combo for 400,000 damage isn't as beefy as going for 700,000+, if you can end the smaller combo such that you get a shot at another combo immediately, you can end up dealing much more damage overall. Meanwhile, you're not spending hyper meter on these "unfinished" combos, so there's more for Magneto and your whole team to play with.



# MAGNETO

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

Getting better with Magneto combos is, in a way, about getting better at airdashing and moving around in *UMvC3* in general. He is a prototypical "Vs." character.

Practice attacking *immediately* after airdashing; fast enough to normal jump and triangle jump with air **H** and have it hit is a solid indicator. If you can't do that, you won't land the ROM or Hyper Grav loop consistently.

CR. **L**, **M**, **H**, **S** **CANCEL** FORWARD SUPER JUMP, AIR **H**, PAUSE, **CANCEL** DOWN-FORWARD AIRDASH, AIR **H**, LAND, (FORWARD JUMP, AIR **H** **CANCEL** FORWARD AIRDASH, AIR **M**, **H**, LAND) REPEAT BRACKETS X3, ST. **H** **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{H}$

Notes	Damage
Simpler corner carry/general purpose combo than <b>Combo I</b> . Also a reliable X-Factor combo. Can replace EM Disruptor <b>H</b> ender with $\downarrow \swarrow \leftarrow + \mathbf{ATK}$ midscreen, or $\downarrow \swarrow \leftarrow + \mathbf{L}$ <b>CANCEL</b> $\downarrow \swarrow \leftarrow + \mathbf{ATK}$ in corners	438,800, 113% meter gain (674,100 with Magnetic Tempest in corner)

CR. **L**, **L**, **M**, **H**, **S** **CANCEL** FORWARD SUPER JUMP, AIR **H** **CANCEL** FORWARD AIRDASH, AIR **M**, **M** **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{S}$ , AIR **L**, **M**, **H** **CANCEL** FORWARD AIRDASH, (AIR **H** **CANCEL** FORWARD AIRDASH) REPEAT BRACKETS X5, AIR **S**

Notes	Damage
Corner carry fly combo that works on everyone. Same enders are possible as <b>Combo I</b> .	384,800 damage, 105% meter gain (before possible follow-ups with OTG assists or Magnetic Shockwave/Gravity Squeeze)

CORNER ONLY: CR. **L**, **L**, **M**, **H**, **S** **CANCEL** FORWARD SUPER JUMP, AIR **H** **CANCEL** DOWN-FORWARD AIRDASH, AIR **H**, LAND, ST. **H** **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{L}$ , **S** **CANCEL** FORWARD SUPER JUMP, AIR **H** **CANCEL** FORWARD AIRDASH, AIR **H** **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{S}$ , AIR **L**, **H** **CANCEL** FORWARD AIRDASH, AIR **H** **CANCEL** FORWARD AIRDASH, AIR **H** **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{S}$ , FALLING AIR **H**, LAND, ST. **H** **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{L}$  **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{ATK}$  (MASH **ATK**)

Notes	Damage
—	~692,100 damage, 15% meter gain

GROUND THROW, DASH, JUMP, AND AIRDASH FORWARD, AIR **M**, **H**, LAND, CR. **L**, **M**, **H**, **S** **CANCEL** FORWARD SUPER JUMP, AIR **H** **CANCEL** DOWN-FORWARD AIRDASH, AIR **H**, LAND, (FORWARD JUMP, AIR **H** **CANCEL** FORWARD AIRDASH, AIR **M**, **H**, LAND) REPEAT BRACKETS X3, ST. **H** **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{L}$  **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{ATK}$  (MASH **ATK**)

Notes	Damage
—	495,600 damage, 16% meter gain

AFTER MAGNETO COMES IN: CANCEL AUTOHIT WITH IMMEDIATE DOWN-FORWARD AIRDASH,  $\downarrow \swarrow \leftarrow + \mathbf{L}$  **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{ATK}$  (MASH **ATK**)

Notes	Damage
TAC combo to Magneto's Magnetic Tempest	Varies due to damage scaling

AFTER MAGNETO COMES IN: AIR **M**, **M**, **H** **CANCEL**  $\downarrow \swarrow \leftarrow + \mathbf{S}$ , AIR **L**, **H** **CANCEL** FORWARD AIRDASH, (AIR **H** **CANCEL** FORWARD AIRDASH) REPEAT BRACKETS X5, AIR **S** (OR ANOTHER AIR EXCHANGE)

Notes	Damage
TAC combo to Magneto using $\uparrow + \mathbf{S}$ or $\downarrow + \mathbf{S}$	Varies due to damage scaling.



# M.O.D.O.K.

"THEY ONCE CALLED ME M.O.D.O.C.—BUT I'D MUCH RATHER BE 'KILLING' THAN 'COMPUTING!'"

## Bio

### REAL NAME

George Tarleton

### OCCUPATION

Leader of A.I.M.,  
Would-Be Conqueror,  
Terrorist

### ABILITIES

He is capable of various types of attacks using psionic abilities, and he also has superhuman calculating ability.

### WEAPONS

Various weapons designed for killing outfitted into his hover-chair.

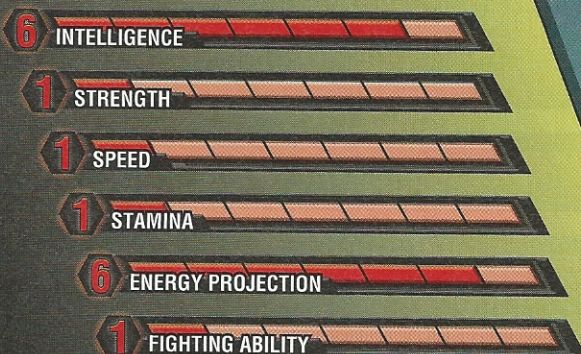
### PROFILE

Formerly just a regular human, George was forced to become a living human experiment and was subsequently turned into M.O.D.O.K. (Mental Organism Designed Only for Killing). Calling himself the Scientist Supreme and using his vast intellect and psionic powers, he annihilated all those who were involved in his experiment.

### FIRST APPEARANCE

Tales of Suspense #93 (1967)

### POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





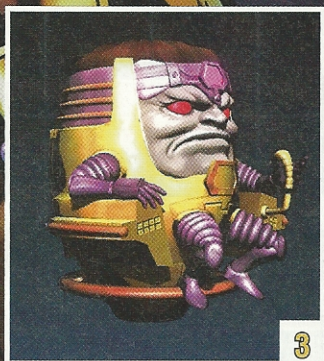
## ALTERNATE COSTUMES



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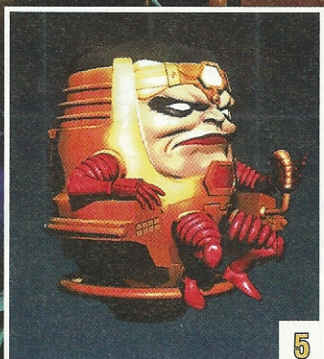
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DLC

## Overview

Vitality	950,000	
Chain Combo Archetype	Marvel Series	
X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	135%	105%
Level 2 (2 teammates remaining)	160%	110%
Level 3 (1 teammate remaining)	185%	115%

Your main goal when using M.O.D.O.K. is to push your opponents into the corner.

Why do you want to push the opposing character into the corner while playing as M.O.D.O.K.?

Placing M.O.D.O.K.'s Barrier (← + H) in front of a cornered opponent allows for mix-ups that are almost completely safe from retaliation

M.O.D.O.K.'s attacks give him great combo opportunities in the corner, including the chance to land a large number of Analysis Cubes to power him up

How does one push a competitor into the corner as M.O.D.O.K.?

Utilize moves to knock your rival off their feet, such as crouching H or → + H

Rely on low altitude fast airdashes, which give M.O.D.O.K. great opportunities to apply pressure

Use assists and M.O.D.O.K.'s space-controlling projectiles to push opponents back

Your secondary goal with M.O.D.O.K. is to control screen space and prevent your target from pressuring him into a corner.

Why do you want to prevent M.O.D.O.K. from being put in the corner?

M.O.D.O.K.'s slow movement speed and startup on most of his moves make it very difficult to maneuver when he's on the defensive

How do you prevent M.O.D.O.K. from getting in the corner?

M.O.D.O.K.'s various projectiles can make any advancement unsafe for an adversary

Use assists, such as Dante—α, to make competitors second-guess their approach toward M.O.D.O.K.

### TUNING SINCE ORIGINAL MVC3

M.O.D.O.K. has received a few minor upgrades in *Ultimate Marvel vs. Capcom 3*; the most significant of which is the reduced recovery time on Analysis Cube. This projectile is the key to unlocking M.O.D.O.K.'s damage potential, and the reduced recovery time makes it easier to link after a successful Analysis Cube. Other changes include minor frame tweaks to his standing L and air H attacks, and the ability to mash his Killer Illumination hyper for added damage.

Air basic attacks can now be canceled into airdashes

Active frames on standing L reduced by half

Air H gains one frame of startup, but loses one frame of recovery

Flight startup reduced by two frames

Analysis Cube has five fewer recovery frames

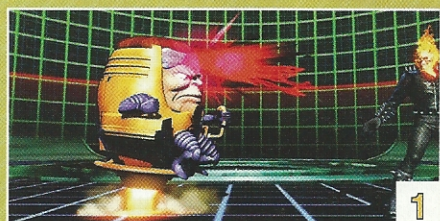
Killer Illumination can be mashed for extra damage



# Attack Set

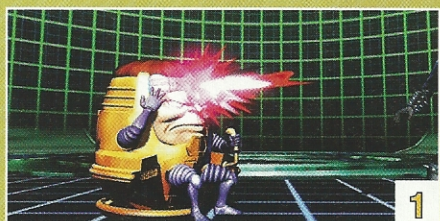
## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	45,000	360	7	6	11	-1	-1	—
2	Standing <b>M</b>	5	67,100	800	10	9	17	+3	+3	Inflicts chip damage, fires 5 projectiles with 3 low priority durability points each
3	Standing <b>H</b>	1	80,000	640	16	10	20	+1	-4	Knocks down



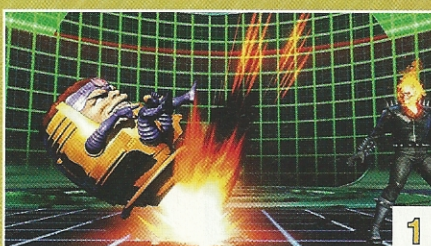
## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	45,000	360	5	6	10	0	0	—
2	Crouching <b>M</b>	1	60,000	480	10	—	25	0	0	OTG-capable, projectile has 3 low priority durability points, the puddle created upon landing hits low, projectile is active for 60 frames
3	Crouching <b>H</b>	1	80,000	640	15	10	21	+3	-5	Low attack, jump cancelable



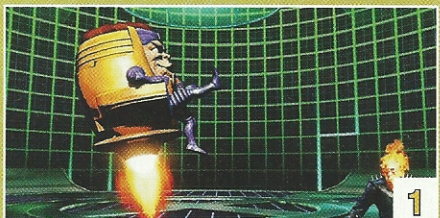
## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	80,000	640	10	12	22	—	-8	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	2-14	43,700-177,000	400	6	Until grounded	1	+11	+11	Overhead attack
2	Air <b>M</b>	1	70,000	560	10	10	16	-5	-5	Overhead attack
3	Air <b>H</b>	1	80,000	640	16	10	20	-8	-8	Overhead attack

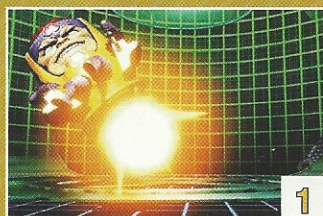




## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

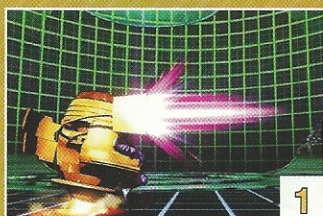
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	90,000	720	13	8	20	—	+18	Causes hard knockdown if used in launcher combo, causes ground bounce when performed at a low height
2	Air <b>↕</b> + <b>S</b> (during launcher combo)	1	60,000	480	15	7	Until grounded	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>↔</b> or <b>↔</b> + <b>S</b> (during launcher combo)	1	50,000	400	15	8	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air <b>↕</b> + <b>S</b> (during launcher combo)	1	60,000	480	15	8	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Force Beam	<b>↔</b> + <b>H</b>	1	80,000	640	18	10	13	—	+3	Wall bounce, jump-cancelable
2	Barrier	<b>↔</b> + <b>H</b>	—	—	—	30	—	15	—	—	Creates a shield that negates most attacks that are not hyper combos, projectile stays active for 122 frames
3	Big Barrier	(With Level of Understanding) <b>↔</b> + <b>S</b>	—	—	—	30	—	15	—	—	Creates a shield that negates most attacks that are not hyper combos, projectile stays active for 180 frames
4	Anti-Air Force Beam	<b>↖</b> + <b>H</b>	1	80,000	640	18	10	13	+18	+3	Jump-cancelable



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↔</b> + <b>H</b> (ground)	2	80,000	800	1	1	Hard knockdown
	<b>↔</b> + <b>H</b> (ground)	2	80,000	800	1	1	Hard knockdown
2	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
	<b>↔</b> + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



M.O.D.O.K.



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	M.O.D.O.K.—α	Hyper Psionic Blaster	↵ + H	—	—	—	54	—	107	77	Creates a shield that negates most attacks that are not hyper combos, shield lasts 122 frames
2	M.O.D.O.K.—β	Hyper Psionic Blaster	Balloon Bomb M	1	80,000	640	64	—	117	87	Projectile lasts 182 frames, does not interact with other projectiles
3	M.O.D.O.K.—γ	Hyper Psionic Blaster	Psionic Blast M	4	103,000	960	44	20	108	78	Beam durability: 4 frames x 3 low priority durability points



All of M.O.D.O.K.'s assists are decidedly average, with no glaring benefits or detriments in comparison to the rest of the cast.

M.O.D.O.K.—α deploys a shield in front of your point character that can absorb a majority of attacks. If you're facing a zoning character throwing a stream of projectiles or if you're stuck in the corner, this assist can give you some much-needed breathing room as you plan your next attack. You can also use it offensively, allowing your own projectile characters to safely attack from a distance or lock down an opponent in the corner. The Barrier disappears if M.O.D.O.K. is hit during the startup frames of the assist, so try to cover his entry onto the field when calling him in.

M.O.D.O.K.—β releases a Balloon Bomb that floats to the center of the screen and remains active for 182 frames or until it hits an adversary. The assist version of Balloon Bomb is special: it ignores projectiles and even hyper combo beams! While not particularly useful for extending combos, the Balloon Bomb makes the center of the screen unsafe for your competitor and gives you more control over the arena.

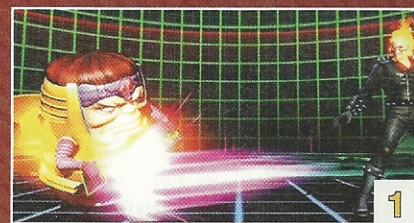
M.O.D.O.K.—γ unleashes a Psionic Blast M at your foe. The most universally useful of M.O.D.O.K.'s assists, this beam travels the length of the screen, has a relatively quick startup time, and eats through most normal projectiles with its durability. Use the assist to cover the bottom area of the screen while your point character safely moves in from the air, or utilize it to pick up rivals after an OTG hit.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↵ ↘ ↙ + P1 or P2	1	50,000	500 (-1 hyper meter bar)	2	4	27	—	-5

### Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Battering Ram	S + ATK	1	90,000	720	13	10	23	-7	-7	Airborne from frame 1, can be performed in any direction
2	Psionic Blast L (in air OK)	↵ ↘ ↙ + L	3	81,200	720	12	20	14	—	-4	Knocks down, beam durability: 3 frames x 3 of low priority durability points
	Psionic Blast M (in air OK)	↵ ↘ ↙ + M	4	103,000	960	20	20	16	—	-4	Knocks down, beam durability: 4 frames x 3 low priority durability points
	Psionic Blast H (in air OK)	↵ ↘ ↙ + H	5	122,600	1200	28	20	18	—	-4	Knocks down, fires diagonally downward in air, beam durability: 5 frames x 3 low priority durability points
3	Psionic High Blast	(With Level of Understanding) ↵ ↘ ↙ + S	5	163,600	2000	28	20	18	+17	-9	Beam durability: 5 frames x 5 low priority durability points, staggers
4	Analysis Cube L (in air OK)	↵ ↘ ↙ + ATK	1	50,000	400	10	—	25	0	0	Charges Level of Understanding on hit, projectile has 1 low priority durability point, projectile stays active for 60 frames
	Analysis Cube M (in air OK)	↵ ↘ ↙ + ATK	1	50,000	400	10	—	25	0	0	Charges Level of Understanding on hit, projectile has 1 low priority durability point, projectile stays active for 60 frames
	Analysis Cube H (in air OK)	↵ ↘ ↙ + ATK	1	50,000	400	15	—	20	0	0	Charges Level of Understanding on hit, projectile has 1 low priority durability point, projectile stays active for 60 frames
5	Balloon Bomb L	↵ ↘ ↙ + L	1	80,000	640	30	—	25	—	+1	Knocks down, projectile has 1 medium priority durability point, projectile stays active for 180 frames
	Balloon Bomb M	↵ ↘ ↙ + M	1	80,000	640	40	—	25	—	+1	Knocks down, projectile has 1 medium priority durability point, projectile stays active for 180 frames



## Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
5	Balloon Bomb H	⇨⇩⇩ + H	1	80,000	640	50	—	25	—	+1	Knocks down, projectile has 1 medium priority durability point, projectile stays active for 180 frames
	Air Balloon Bomb L	(in air) ⇨⇩⇩ + L	1	80,000	640	30	—	25	—	—	Knocks down, projectile has 1 medium priority durability point, projectile stays active for 180 frames
	Air Balloon Bomb M	(in air) ⇨⇩⇩ + M	1	80,000	640	40	—	25	—	—	Knocks down, projectile has 1 medium priority durability point, projectile stays active for 180 frames
	Air Balloon Bomb H	(in air) ⇨⇩⇩ + H	1	80,000	640	50	—	25	—	—	Knocks down, projectile has 1 medium priority durability point, projectile stays active for 180 frames
6	Jamming Bomb	(With Level of Understanding) ⇨⇩⇩ + S	1	80,000	800	50	—	25	—	+1	Reverses opponent's controls, homes in on target, projectile has 1 medium priority durability point, projectile stays active for 300 frames
7	Flight	⇩⇩⇩ + S	—	—	—	8	—	—	—	—	Lasts 300 frames



**Battering Ram:** M.O.D.O.K. charges forward with a head attack. You can also determine the

direction by pressing the corresponding direction with the input. Outside of combos, you can employ it to move M.O.D.O.K. around the screen quickly. You may perform up to three Battering Rams during a jump or flight to keep M.O.D.O.K. in the air. It removes one attack repetition from Hyper Battering Ram if combined together into a combo.



**Psionic Blast and Psionic High Blast:** This beam attack is great for controlling ground movement and countering an opponent's low priority projectiles. The L version has the fastest startup and chews through many low priority shots like Ryu's

Hadoken or Taskmaster's arrows. For shots with higher durability, such as Arthur's Ax Toss, Psionic Blast M is your go-to attack. In the air, Psionic Blast H fires at a downward angle, enabling M.O.D.O.K. to hit grounded competitors from the safety of the skies.

You can perform Psionic High Blast after hitting a foe with an Analysis Cube. It is very similar to Psionic Blast H, except it cannot be performed in the air, it deals more damage, and it staggers the target. This stagger allows M.O.D.O.K. to follow up with a hyper combo attack or airdash in to begin a more damaging combo. All versions of Psionic Blast can be canceled into Hyper Psionic Blaster, but keep in mind that you cannot verify if the beam hits or not before doing so.



**Analysis Cube:** M.O.D.O.K. summons a small projectile that hovers in place for 60 frames. The button pressed determines the area where the cube appears: L deploys a cube at M.O.D.O.K.'s feet, M places a cube in the center of the screen at around jump height, and H places a cube at M.O.D.O.K.'s eye level on the opposite end of the screen. In the air, L places a cube immediately in front of M.O.D.O.K. below his feet, M places a cube at his eye level directly in front of him, and H places a

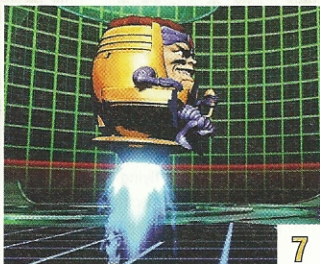
cube above his head. The recovery time on this move has been reduced in *Ultimate Marvel vs. Capcom 3*, giving M.O.D.O.K. the ability to keep two cubes active on screen at once for a brief period of time.

The most basic use for Analysis Cube is to control screen space, while its secondary function is to power up M.O.D.O.K. Scoring a hit drains information from the opponent and gives M.O.D.O.K. one Level of Understanding (LOU). Up to nine LOUs can be stored, giving M.O.D.O.K. access to the Psionic High Blast, Jamming Bomb, and Big Barrier moves (each uses up one charge when performed), along with powering up his Hyper Psionic Blaster. With a full nine charges, Hyper Psionic Blaster can hit for 441,100 damage and leave a foe in a hard knockdown state! These benefits make landing Analysis Cube the foundation for most of M.O.D.O.K.'s gameplan.



**Balloon Bomb and Jamming Bomb:** This attack fires a slow-moving bomb that stays active for 180 frames. Jamming Bomb L fires a bomb at M.O.D.O.K.'s feet that floats to stop right above his head. Jamming Bomb M launches a bomb above his head that floats down diagonally to almost the opposite corner of the screen. Jamming Bomb H homes in on the target for its entire duration. In air, Balloon Bomb L travels straight forward instead of floating upward, while the M and H versions behave the same. All bombs have 1 medium priority durability point, meaning it can stand up to most basic projectiles without exploding. Its long startup times mean that you can't haphazardly release bombs, so be sure to cover their deployment with an Analysis Cube or crouching M.

Jamming Bomb requires one Level of Understanding to deploy, and once fired, it homes in on your rival and stays active for a whopping 300 frames. A successful hit places the foe in a special state that reverses their control scheme for nearly four seconds. This can be very difficult for an opponent to compensate for, making it a valuable method to cripple their defenses for a brief period of time. Jamming Bomb is a risky move: it cannot be performed in the air, and its large startup time means you need a great assist, such as Dante—α, to safely cover its deployment.



**Flight:** M.O.D.O.K. is unique among the flying characters of the cast. You can initiate flight with him by inputting ⇩⇩⇩ + S or by pressing ⇩, ⇧, or ⇨. The major difference is that with the standard flight input, you can cancel basic attacks into flight or initiate flight mode after a super jump. Performing an airdash or Battering Ram cancels flight mode, but M.O.D.O.K. can reenter flight mode one time before touching the ground if you input the flight command again. At 300 frames, M.O.D.O.K. has the longest flight duration in the game, enabling you to perform an unlimited number of aerial special moves during its duration.



# M.O.D.O.K.



## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Hyper Psionic Blast (in air OK)	↓↘↙ + <b>ATK</b> <b>ATK</b>	22~100	129,100~441,100	10+1	120	36	—	-30	Each charge of Level of Understanding up to 9 increases the number of hits and amount of damage Hyper Psionic Blast deals, uses all existing charges of Psionic power, beam durability: 22 frames x 5 high priority durability points, hard knockdown
2	Hyper Battering Ram (in air OK)	↓↘↙ + <b>ATK</b> <b>ATK</b>	3~15	72,700~305,000	4+4	11	24	—	-5	Pressing <b>ATK</b> repeatedly with a direction allows more hits and control of flight path
3	Killer Illumination	↘↙↘ + <b>ATK</b> <b>ATK</b>	30~67	300,000~374,000	18+1	10	40	—	—	Frames 1-24 invincible, throw, hard knockdown, can be mashed for additional damage



Hyper Psionic Blast: HSB is a fairly standard beam super unless it is powered up with Levels of Understanding obtained from Analysis Cubes. It's very useful in ranged combos or to punish opponents firing projectiles of their own. When powered up, Hyper Psionic Blast gains a considerable damage boost, but unless you've acquired seven to nine LOUs, Hyper Battering Ram is probably a better option for ending combos.

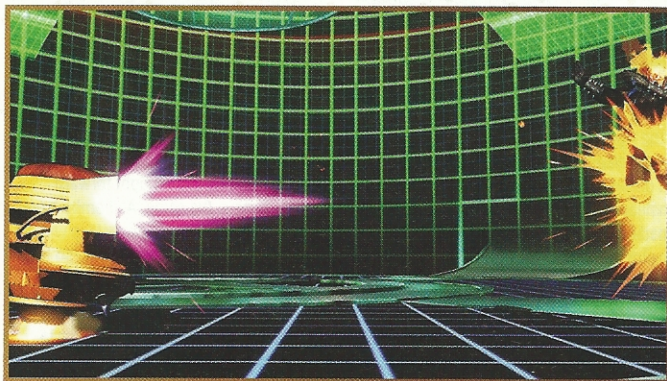


Hyper Battering Ram: M.O.D.O.K.'s second hyper combo is primarily his go-to combo ender. After activation, press **ATK** and any directional button to move M.O.D.O.K. in that direction and continue the attack up to five times. In nearly any situation where you can OTG an opponent with crouching **M**, following up with Hyper Battering Ram is an excellent damage option. However, remember that you lose one repetition of Hyper Battering Ram if the standard Battering Ram is used in the same combo.



Killer Illumination: A throw hyper combo with a very slow startup period, this is difficult to use for aggressive throw set-ups since an opposing character can simply jump away after activation. Instead, use its large invulnerability window to counter close range ground attacks, or **THC** into Killer Illumination from a hyper combo that leaves the opposing character in a hard knockdown state and use crouching **M** to continue to the combo. If it lands, you can OTG your foe after he or she recovers to add additional damage and possibly link into Hyper Battering Ram or Hyper Psionic Blast. In Ultimate Marvel vs. Capcom 3, Killer Illumination can be mashed for additional damage.

## Battle Plan



M.O.D.O.K.'s ↓↘↙ + **H** attack is great for pushing opponents toward the corner.



The right assist, such as Hulk—**α**, can help speed up the push to the corner.

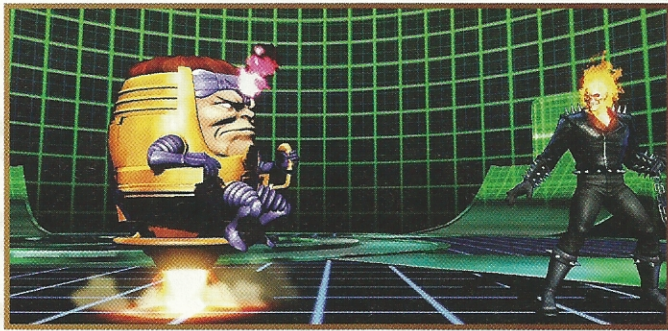
With his wide body, unique flight mode, and a wide range of projectiles focused on space control, M.O.D.O.K. definitely ranks as one of the most unorthodox characters on the Ultimate Marvel vs. Capcom 3 roster. M.O.D.O.K.'s moves can be very slow, giving him a difficult time against faster characters. However, M.O.D.O.K. excels when he's in control of the momentum of a match, and he can decimate challengers in the corner. To fully realize M.O.D.O.K.'s potential, you need a good understanding of his projectiles and utilizing assists to make up for his weaknesses.

As discussed earlier, your goal with M.O.D.O.K. is to get his adversary into the corner. Accomplishing this goal can seem rather daunting the first time you take control of the floating chair because of M.O.D.O.K.'s slow rate of movement, so the first key is knowing how to get M.O.D.O.K. around the arena.

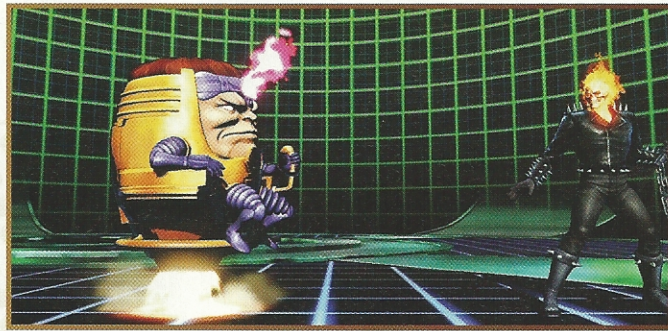
Unlike the rest of the cast, M.O.D.O.K. does not have a regular jump. Pushing **↑** puts M.O.D.O.K. into a very low flight state. The short startup time of this method of flying allows M.O.D.O.K. to airdash almost instantaneously at low altitudes. Press **↑** and immediately press any two **ATK** buttons to shoot M.O.D.O.K. across the screen. As he approaches his rival, press **M** or **S**. If the hit connects, you can follow up crouching **H** or **↘** + **H** and guarantee that the opposing character ends up in the corner. If the hit is blocked, you should have plenty of frame advantage to begin another attack or call an assist to continue pushing your target back. Either way, you're closer to your goal.



# Battle Plan continued



1 Level of Understanding



4 Levels of Understanding



Max (9) Levels of Understanding. Pay attention to M.O.D.O.K.'s headband to help keep track of your current LOU charges.



LOU is the key to unlocking M.O.D.O.K.'s more useful moves.

Assists that knock an opponent back or push them on block are also very helpful to getting your foe where you want them. Any beam assist or Hulk— $\alpha$  is great at this. Place an Analysis Cube M or Balloon Bomb M/H as you call the assist to prevent your competitor from jumping, and then have M.O.D.O.K. dash in as the hit connects to follow up with another attack.

Now that you have your opponent in the corner, your first focus should be to keep them there. With the cover of an assist or Balloon Bomb in the air, throw up a Barrier ( $\triangle + H$ ), or preferably a Big Barrier if you have LOU charges, to prevent your adversary from attacking M.O.D.O.K. This forces your challenger to jump if they want to escape; in this case, just have M.O.D.O.K. jump alongside them and hit them with a forward throw or Killer Illumination. From there, use crouching ( $M$ ) and follow up with  $\downarrow \triangle \triangle + L$   $\rightarrow$   $\downarrow \triangle \triangle + ATK$  to deal a good chunk of damage and gain an extra Level of Understanding.

Once you've conditioned the other player to stop jumping, the real fun begins. Any attacks your foe does (besides hyper combos) will get eaten up by the Barrier, giving you free reign to do whatever mix-up you want: casually stroll forward and throw them (into a combo), use  $\triangle + S$  or  $\triangle + H$  for instant overheads (into a combo), or mix it up with a low-hitting crouching ( $H$ ) (into a BIG combo). You may want to consider omitting Hyper Battering Ram from your corner combos: other enders, like a simple crouching ( $M$ ) canceled into Barrier, allow you to place the enemy right in another mix-up!

When it comes to comboing opponents in the corner, the Analysis Cube plays a vital role. Off a single crouching ( $H$ ), M.O.D.O.K. can easily gain 4-5 Levels of Understanding in a single combo. In the air, getting multiple cubes off in a single combo can be a trickier task. Since you can only have M.O.D.O.K. perform three aerial special moves in the air off a super jump, you need to have him enter flight mode to keep a combo going. There's a great trick to keep this going. Input the flight command, then  $\downarrow \triangle \triangle + S$ , and plink ( $L$ ) afterward. The game accepts the single  $\downarrow \triangle \triangle \rightarrow$  motion, putting M.O.D.O.K. into flight mode and releasing an Analysis Cube immediately after! Aside from extending air combos, you can also utilize this maneuver to safely cover a quick flight getaway.

M.O.D.O.K. gets into a lot of trouble whenever an adversary can mount a serious offensive push. His slow movement and startup on a majority of his moves make it very difficult to react to faster characters breathing down his throat. Things can get hairy when M.O.D.O.K. is on the defensive, but that doesn't mean he doesn't have a few tricks up his sleeve to make it out alive.

Having an assist that can keep the opposing character tied up for a long period of time is always useful. Dante— $\alpha$  is one of the best assists to pair with M.O.D.O.K. It creates a pillar that extends to the top of the screen, giving M.O.D.O.K. protection from rivals trying to get in anywhere from super jump height to the ground. If it connects, you can prepare an Analysis Cube to catch the flying target, tag them with a Jamming Bomb to alter the opponent's controls, or dash in to follow up with another attack. When guarded, you can easily reposition M.O.D.O.K.



M.O.D.O.K. often needs a little help from assists to get out of a sticky situation. Dante— $\alpha$  is a great tool for him.



M.O.D.O.K.'s variety of projectiles can keep him safe from approaching opponents.

Don't be afraid to have him take to the skies, either. M.O.D.O.K. has the longest flight time in the game, and this should be used to your advantage. Toward the top of the screen, competitors are forced to super jump to reach M.O.D.O.K., or burn through meter in the hopes of hitting him with a hyper combo. While your opponent is deciding what to do, you can call assists, fire Balloon Bomb H to home in on the target, or fire Psionic Blast H to rain beams down on grounded foes.

On the ground, advancing guard is M.O.D.O.K.'s best friend. He needs plenty of space to pull out his attacks, so use advancing guard to push a relentless enemy away from him. Once some space has been established, drop an acid puddle on the ground with crouching ( $M$ ) and immediately fire an Analysis Cube M to make the entire space between M.O.D.O.K. and his opponent a no-man's land. With this combination, your challenger can't dash or regular jump toward M.O.D.O.K., forcing them to think of another way in. Meanwhile, you have every option available to start M.O.D.O.K.'s assault anew.

If M.O.D.O.K. is stuck in the corner, you can have him deploy a Barrier to give him some added breathing room. With the Barrier up, M.O.D.O.K. can safely fire Psionic Blasts or deploy a Balloon Bomb to keep his opponent away as he waits for an assist to become available or waits for an opening to appear. He won't be safe forever, though. An adversary with fast projectiles or maneuverability can quickly close the gap and force M.O.D.O.K. back into a turtle situation. If M.O.D.O.K.'s rival butts up next to the Barrier, though, you can have M.O.D.O.K. snag the foe with a backward throw and turn the tides of battle!



M.O.D.O.K.



## COMBO USAGE

**I. CR. (H) FORWARD JUMP, FORWARD AIRDASH, AIR (M), LAND, (S) FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, FORWARD DASH, CR. (M) ↓ ↘ ← + (S), FORWARD AIRDASH, AIR (S), LAND, ↓ ↘ ← + (L), (S) FORWARD SUPER JUMP, AIR (M), (M), (S), LAND, CR. (M) ↓ ↘ → + (L) ↓ ↘ ← + (ATK ATK), AFTER THE FIRST 3 HITS, ↗ + (H), ↗ + (H), ↑ + (H), ↑ + (H)**

**687,300 damage, 4% meter loss**

This bread and butter combo for M.O.D.O.K. takes advantage of his ability to airdash almost instantly in order to keep a combo going from midscreen. You'll need to practice airdashing quickly if you hope to keep the pressure on your opponent! However, you can forgo the airdashes entirely when performing this combo against a cornered competitor.

Your finger dexterity will be put to the test whenever you attempt to OTG a rival with crouching (M). You must cancel the attack after the slime shot is released, not when it connects. The following air attack or special move hits because you're able to begin moving before the slime puddle makes contact.

**II. FORWARD JUMP, AIR (S), LAND ↓ ↘ ← + (L), CR. (H), → + (H) ↓ ↘ ← + (H), WAVEDASH FORWARD TWICE, (S) FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, FORWARD DASH, CR. (M) ↓ ↘ ← + (L) ↓ ↘ ← + (ATK ATK), AFTER THE FIRST 3 HITS, ↗ + (H), ↗ + (H), ↑ + (H), ↑ + (H)**

**639,000 damage, 38% meter loss**

Air (S) is a key component of M.O.D.O.K.'s pressure game. When performed at the moment M.O.D.O.K. leaves the ground for a jump, air (S) acts as a very fast overhead attack. Once it connects, you must input ↓ ↘ ← + (L) the second he lands to release the Analysis Cube in time to catch your opponent.

The trickiest timing comes when wavedashing toward the target after the Analysis Cube H attack. You must be very deliberate with your inputs in order to have M.O.D.O.K. reach his rival and connect with (S), or else it is fairly easy to drop the combo.

**III. FRONT OR BACK THROW OR FRONT OR BACK AIR THROW, CR. (M) ↓ ↘ ← + (S), FORWARD AIRDASH, AIR (M), LAND, (S) FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, FORWARD DASH, CR. (M), (S) FORWARD SUPER JUMP, AIR (M), (M), (S), LAND, FORWARD DASH, CR. (M) ↓ ↘ ← + (L) ↓ ↘ ← + (ATK ATK), AFTER THE FIRST 3 HITS, ↗ + (H), ↗ + (H), ↑ + (H), ↑ + (H)**

**488,400 damage, 18% meter loss**

M.O.D.O.K.'s ground and air throws give him plenty of time to OTG an opponent with crouching (M). You can input crouching (M) ↓ ↘ ← + (L) ↓ ↘ ← + (ATK ATK) for some quick damage, but if you're feeling bold, you should give this combo a try instead.

**IV. CR. (H) FORWARD JUMP, FORWARD AIRDASH, AIR (S), LAND, → ↓ ↘ + (L) → ↓ ↘ + (L), FORWARD DASH, (S) FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, FORWARD DASH, CR. (M) ↓ ↘ ← + (ATK ATK), AFTER THE FIRST 3 HITS, ↗ + (H), ↗ + (H), ↑ + (H), ↑ + (H)**

**870,100~1,111,100 damage, 14% meter loss or 11% meter gain**

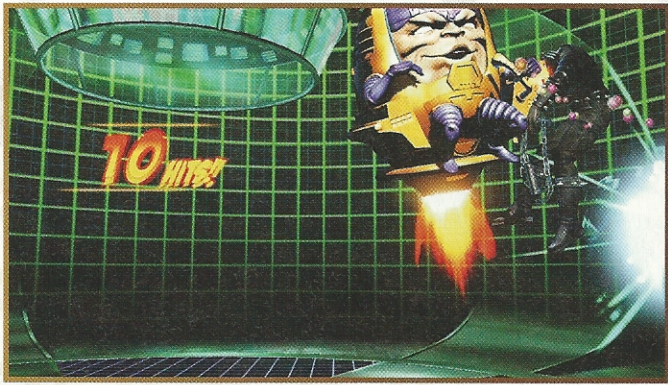
This combo utilizes Balloon Bombs and X-Factor to really amp up M.O.D.O.K.'s damage output. Just as with Combo I, you can forgo the airdashes when performing this combo against a cornered foe.

**“I’M A MENTAL ORGANISM  
DESIGNED ONLY FOR KILLING...  
AND THAT’S WHAT I DO.”**



## ADVANCED TACTICS

## TAC CORNER CUBE COMBO CRAZINESS



*Team aerial combos reset hitstun until M.O.D.O.K. touches the ground, allowing you to link up to nine cubes in one combo!*

With M.O.D.O.K. in the secondary position, you can set up a very nasty combo in the corner, allowing him to acquire a full nine LOUs at once. Get the opponent into the corner, launch them into the air, and perform a ↘ + S TAC. This puts M.O.D.O.K. at maximum height with a freshly reset hitstun counter, allowing you to then perform the following combo:

Air (H)     + (L, air (H)     + (L, air (M)    

  + (S, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)    

air (M)    + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)    

(M) OTG    + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)    

(M) OTG    + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)    

(M) OTG    + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L, air (M)    

(M) OTG    + (L, air (M)     + (L, air (M)     + (L, air (M)     + (L

The timing is very strict on each repetition of this particular cube loop, although the trickiest part comes when you must activate flight. You must "plink" the **M** input following the **S** of the flight command, causing M.O.D.O.K. to deploy a cube immediately after flight is activated.

If you find yourself struggling with too many repetitions, cut straight to the air **S** into crouching **M** and follow up with  $\downarrow \searrow \swarrow + \text{L}$  **CANCEL**  $\downarrow \searrow \swarrow + \text{ATK ATK}$ , and save your acquired Levels of Understanding for later in the battle.



**M.O.D.O.K.**

## COMBO APPENDIX

## GENERAL EXECUTION TIPS

Outside of combos, you can cover M.O.D.O.K.'s command flight with an Analysis Cube by plinking the appropriate  button immediately after inputting     .

In any case where you're OTG-ing an opponent with crouching **(M)**, cancel into the next attack the moment the slime ball is released

**Practice airdashing immediately after jumping. This technique is crucial to M.O.D.O.K.'s combos and overall gameplan**

→ ↓ ↘ + (ATK) (MASH) (ATK), CR. (M) → ↓ ↘ ← + (S), FORWARD AIRDASH, AIR (S), LAND, → ↓ ↘ + (L), (S) → FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, FORWARD DASH, CR. (M) → (ATK) + (S) → ↓ ↘ ← + (ATK) (ATK), AFTER THE FIRST 3 HITS, ↗ + (H), ↑ + (H), ↖ + (H)

Notes	Damage
This acts as a reversal against ground attacks	598,500 damage, 144% meter loss

AS MODOK COMES IN: AIR (H), (S), LAND, CR. (M)     + (L)    + (ATK) (ATK) (MASH) (ATK)

Notes	Damage
+  or  +  or  +  TAC to Modok	Varies based on damage scaling

AS MODOK COMES IN: AIR (L (3 HITS), (H) CANCEL → ↓ ↘ ↙ ← + (L), FALL A BIT. (H) CANCEL → ↓ ↘ ↙ ← + (L, (M) CANCEL → ↓ ↘ ↙ ← + (S, (M) X 7. (S), LAND, CR. (M) CANCEL → ↓ ↘ ↙ ← + (L) CANCEL → ↓ ↘ ↙ ← + (ATK) ATK

Notes	Damage
Requires corner.  +  TAC to Modok, instantly leads to a level 9 Hyper Psionic Blast	Varies based on damage scaling

AS MODOK COMES IN: AIR (H), ↓ ↘ ← + (L), AIR (H), ↓ ↘ ← + (L), AIR (M), ↓ ↘ ← + (S), (M), AIR (M), AIR (H), ↓ ↘ ← + (L), AIR (M), ↓ ↘ ← + (L), AIR (M), ↓ ↘ ← + (L), AIR (M), ↓ ↘ ← + (L), AIR (M), ↓ ↘ ← + (L), AIR (M), ↓ ↘ ← + (L), AIR (S), CR. (M), ↓ ↘ → + (L) 

↓ ↘ → + 

Notes	Damage
Requires corner, ↓ + \$ TAC to Modok, instantly leads to a level 9 Hyper Psionic Blast	Varies based on damage scaling

CR. (H) ↓ ↘ ← + (L), CR. (H) ↓ ↘ ← + (L), CR. (H) ↓ ↘ ← + (L), CR. (H) → + (H) ↓ ↘ ← + (L), ST. (H) → + (H)   
 ↓ ↘ ← + (H) ↓ ↘ → + (ATK ATK) (MASH ATK), CR. (M) ↓ ↘ ← + (ATK ATK), AFTER THE FIRST 3 HITS, ↗ + (H) ↑ + (H) ↘ + (H)

Notes	Damage
Requires corner	813,300 damage, 131% meter loss

AIR , LAND, FORWARD DASH.    , CR.      , CR.      , CR.        

     (MASH ) , CR.       , AFTER THE FIRST 3 HITS.         

Notes	Damage
Requires corner	823,300 damage, 130% meter loss



# PHOENIX

**"I'M SCARED... THERE'S A VOICE INSIDE THAT'S PUSHING ME TO KILL, TO DESTROY EVERYTHING....!"**

## Bio

### REAL NAME

Jean Grey-Summers

### OCCUPATION

Adventurer

### ABILITIES

Telekinetic powers, as well as telepathy so strong she can control others' thoughts or force them into unconsciousness. Also serves as an avatar for the cosmic Phoenix Force.

### WEAPONS

None

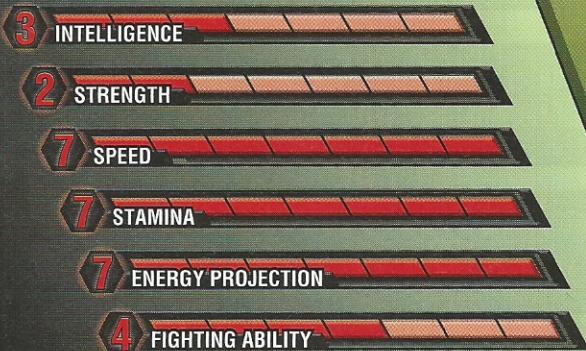
### PROFILE

While returning from space, Jean was exposed to lethal levels of solar radiation. Her life was saved by the cosmic entity known as the Phoenix Force, though its power has at times consumed her to the point of evil as Dark Phoenix. Jean is married to Cyclops, leader of the X-Men.

### FIRST APPEARANCE

The X-Men #1 (1963)

## POWER GRID

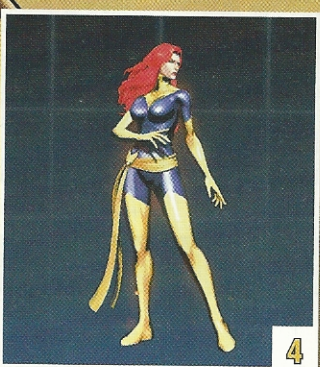
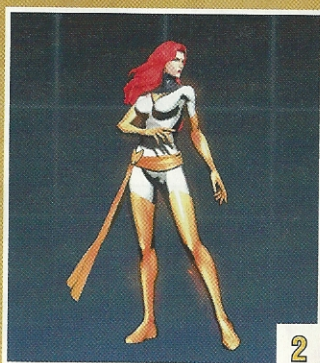
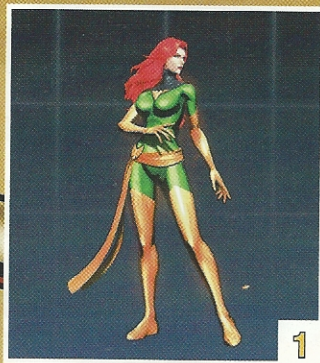


\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



## Overview

<b>Vitality</b>	<b>375,000</b>
<b>Chain Combo Archetype</b>	<b>Hunter Series</b>

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%/135%	110%/115%
Level 2 (2 teammates remaining)	135%/170%	120%/130%
Level 3 (1 teammate remaining)	150%/200%	130%/145%

Your goal with Phoenix is to survive until your hyper meter reaches five bars. Why is this important?

**Phoenix has the lowest vitality in the game by far, coming in at 375,000. She can be K.O.'d by every character in the game with a single combo**

However, once Dark Phoenix Rising is activated, Phoenix becomes arguably the most powerful character in the game, able to take out entire teams by herself. How is this goal achieved?

**Staying out of the fight completely by never tagging in Phoenix or calling her as a crossover assist**

**Letting her teammates build hyper meter through long combos, meter conservation, and team aerial combos**

**Playing risk-free when Phoenix is in and getting her back to the sidelines as soon as possible**

Once you have Dark Phoenix Rising at the ready, your goal with Phoenix is to inflict as much damage as possible before getting K.O.'d.

Once Dark Phoenix Rising has been activated, your goal is to deal as much damage as possible while avoiding taking any yourself. Why is this the goal?

**Dark Phoenix's destructive combos are enough to defeat most characters in one shot**

**Dark Phoenix's health is gradually converted to red health, forcing you to take the initiative in ending the fight as soon as possible**

### TUNING SINCE ORIGINAL MVC3

Phoenix was altered primarily to keep her from being able to throw air TK Shot H after air TK Shot H as a dominant, high-uncounterable strategy against many characters. As a result, Phoenix is only allowed one TK Shot per jump or super jump, and TK Shot H disappears if Phoenix is hit. Additionally, Phoenix's vitality has been lowered from 420,000 to 375,000.

The best way to deal with an opposing team featuring Phoenix is to force her in with a snap back, then mix her up as she falls in. If a Phoenix player blocks incorrectly, almost any combo will take her out. In original *MvC3*, Phoenix could negate the entry mix-ups of many characters by blocking the first thing they do against her entry, then airdashing upward and throwing TK Shot H one or twice before teleporting to safety. Phoenix players can no longer be so frivolous with relying on TK Shot H to keep them out of danger, and super jump height TK Shot H followed by a teleport is no longer possible.

So, it is basically just a little less built-in that Phoenix and Dark Phoenix will destroy so many characters by design, and the abuse of one move. Dark Phoenix also doesn't have it quite so easy, since she can no longer be made to get to super jump height to terrorize the other team with her beefed-up TK Shots with almost no danger to herself, unless the opponent happens to be named Magneto (who could Shockwave or Gravity Squeeze on reaction against that tactic).

Also, now that sideways TACs STEAL your meter, Phoenix is indirectly more susceptible to an opponent even when she's both offscreen and not in danger of being snapped in. Phoenix is a great character even without Dark Phoenix Rising, but never making a single mistake is asking a lot in a Vs. game. Phoenix was great, but Dark Phoenix was the goal of every single serious Phoenix player except one or two, and getting there is harder now.

Still, if either Phoenix or Dark Phoenix gets rolling on offense and takes out a character, she is as unassailable as ever dropping Traps and mixing up the new adversary falling in, and if you *do* make it to lv.3 X-Factor Dark Phoenix, you're still piloting the scariest, most high-risk, high-reward fighting game character ever conceived. She still can't control it!

**Vitality reduced to 375k from 420k**

**Air TK Shot can only be used once per airborne period, unless flight is employed**

**Air TK Shot does not recover until grounded, except if Phoenix is in flight mode**

**Traps and Shots disappear if Phoenix is hit**



# Attack Set

## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2	Standing <b>L</b>	1/2	30,000/+24,000	240/575	5/4	3/4	11	0/+4	-1/+1	Dark Phoenix fires 1 feather straight forward
3, 4	Standing <b>M</b>	1/4	46,000/+24,000 x 3	368/1219	8	3	16	0/-1	-1/-3	Dark Phoenix fires 3 feathers in a 90-degree arc
5, 6	Standing <b>H</b>	1/6	67,000/+24,000 x 5	536/1921	11/10	10	10	+4/+8	+3/+5	Dark Phoenix fires 5 feathers in a 180-degree arc



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2	Crouching <b>L</b>	1/2	33,000/+24,000	264/610	4/3	3	11	0/+4	-1/+1	Low attack/Dark Phoenix fires 1 feather straight forward
3, 4	Crouching <b>M</b>	1/4	50,000/+24,000 x 3	400/1266	9	8	19	-8/-9	-9/-11	Low attack/Dark Phoenix fires 3 feathers in a 90-degree arc, at a 45-degree angle
5, 6	Crouching <b>H</b>	1/6	60,000/+24,000 x 5	480/1841	12	4	23	—	-4/-11	Low attack, knocks down opponent/Dark Phoenix fires 5 feathers in a 90-degree arc, at a 45-degree angle



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2	<b>S</b> (while standing or crouching)	1	80,000	640/921	10	5	21	—	-3/0	Launcher, not special- or hyper combo-cancelable



## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2	Air <b>L</b>	1/2	33,000/+24,000	264/610	5	3	18	+16	+11/+14	Overhead attack/Dark Phoenix fires 1 feather straight forward
3, 4	Air <b>M</b>	1/4	47,000/+24,000 x 3	376/1231	9/8	3	20	+17/+21	+16/+18	Overhead attack/Dark Phoenix fires 3 feathers in a 90-degree arc
5, 6	Air <b>H</b>	1/4	70,000/+24,000 x 3	560/1496	8	11	17	+16/+14	+15/+12	Overhead attack/Dark Phoenix fires 5 feathers in a 180-degree arc, at a 90-degree angle





## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2	Air <b>S</b>	1/6	70,000/ +24,000 x 5	560/ 1956	10	12	24	+16	+15	Causes hard knockdown if used in launcher combo/ Dark Phoenix fires 5 feathers in a 90-degree arc, at a -45-degree angle
3, 4	Air <b>↗</b> + <b>S</b> (during launcher combo)	1	60,000	480	10	7	19	—	—	Tags in next available ally while lofting opponent upward
5, 6	Air <b>↗</b> or <b>↖</b> + <b>S</b> (during launcher combo)	1	50,000	400	9	3	20	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter from opposing character
7, 8	Air <b>↓</b> + <b>S</b> (during launcher combo)	1	50,000	400 + 10,000	12	4	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter



## Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2	Prominence Heel	<b>↗</b> + <b>M</b>	1/4	50,000/ +24,000 x 3	400/ 1266	22	3	21	0/-6	-1/-8	Overhead attack/Dark Phoenix fires 3 feathers in a 60-degree arc, at a -30-degree angle
3, 4	Flare Sword	<b>↗</b> + <b>H</b>	1/6	73,000/ +24,000 x 5	584/ 1990	15/14	5	24	-5/-1	-6/-4	Dark Phoenix fires 5 feathers in a 180-degree arc
3, 4	Air Flare Sword	(In air) <b>↗</b> + <b>H</b>	1/6	73,000/ +24,000 x 5	584/ 1990	15/14	5	9	+10	+9	Dark Phoenix fires 5 feathers in a 180-degree arc
5, 6	Burn Out Beak	(In air) <b>↓</b> + <b>H</b>	1/6	70,000/ +24,000 x 5	560/ 1956	15	Until grounded	7	+10	+9	Ground bounces airborne target, cannot be performed at very low altitudes/Dark Phoenix fires 5 feathers in a 90-degree arc, at a -90-degree angle
7	Phoenix Feathers	<b>ATK</b> and air <b>S</b> as Dark Phoenix	1 each	24,000 each	230 each	—	—	—	—	—	Dark Phoenix fires feathers with any basic attack and air <b>S</b> , each projectile has 5 durability points and is active 45 frames



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	<b>↗</b> + <b>H</b> (ground)	1	80,000/96,000	800/1152	1	1	Hard knockdown
1	<b>↖</b> + <b>H</b> (ground)	1	80,000/96,000	800/1152	1	1	Hard knockdown
2	<b>↗</b> + <b>H</b> (air)	1	80,000/96,000	800/1152	1	1	Hard knockdown
2	<b>↖</b> + <b>H</b> (air)	1	80,000/96,000	800/1152	1	1	Hard knockdown



PHOENIX



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1, 2	Phoenix—α	Phoenix Rage	TK Shot M	4/8	108,300/ 140,900	1024/ 1932	44	—	127	97	Projectile has 5 durability points, creates explosion hitbox upon destruction, explosion has 3 durability points and lasts for 15 frames or until single hit is used up /Dark Phoenix fires two TK Shots
3	Phoenix—β	Phoenix Rage	TK Overdrive L	4	103,000/ 123,700	960/1 380	32	14	111	81	Nullifies projectiles during active frames
4, 5	Phoenix—γ	Phoenix Rage	TK Trap H	1/3	90,000/ 162,500	720/ 1728	44	30	112	82	Trap has 5 durability points, projectile has 5 durability points/Dark Phoenix projectile is much larger, wall bounces competitor



When playing as Phoenix, the safest bet is to never call her as a crossover assist outside of combos. Because characters take extra damage when called as a crossover assist, it is very possible for Phoenix to be K.O.'d from one hyper combo or a few strong attacks.

TK Shot is a standard projectile crossover assist that you can use to extend combos or give long range support. TK Overdrive is also great for extending combos, but this can be extremely dangerous to call otherwise as she darts forward toward opposing characters. TK Trap has few uses, as it fires at an upward angle.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2	↓ ↘ ↙ + P1/P2	1	50,000/ 60,000	500/ 720- (-1 hyper meter bar)	2	8	12*	—	+6	On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1, 2	TK Shot L (in air OK)	↓ ↘ ↙ + L	2/4	80,300/ 128,800	696/ 1472	10	—	35 (until grounded in air, then 1 frame recovery)	-11/-7	-13/-9	Projectile has 5 low priority durability points, air version is OTG-capable, creates explosion hitbox upon destruction, explosion has 3 low priority durability points and lasts for 15 frames or until single hit is used up, projectile disappears if Phoenix is hit /Dark Phoenix fires 2 TK Shots
1, 2	TK Shot M (in air OK)	↓ ↘ ↙ + M	4/8	108,300/ 141,300	1024/ 1932	20	—	35 (until grounded in air, then 1 frame recovery)	-7/-3	-8/-5	Projectile has 5 low priority durability points, air version is OTG-capable, creates explosion hitbox upon destruction, explosion has 3 low priority durability points and lasts for 15 frames or until single hit is used up, projectile disappears if Phoenix is hit /Dark Phoenix fires 2 TK Shots
1, 2	TK Shot H (in air OK)	↓ ↘ ↙ + H	6/12	123,000/ 173,400	1280/ 2824	30	—	35 (until grounded in air, then 1 frame recovery)	-3/+1	-4/0	Projectile has 5 low priority durability points, homes in on opponent, explodes automatically after 120 frames, explosion has 3 durability points and lasts for 15 frames or until single hit is used up, projectile disappears if Phoenix is hit /Dark Phoenix fires 2 TK Shots



## Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
3, 4	TK Trap L	↓ ↘ ↙ + L	1/3	90,000/ 162,500	720/ 1728	20	—	20	+4	+3/+7	Trap extends a hitbox vertically to ceiling, trap fires projectile upward at foe that crosses hitbox, trap disappears automatically after 300 frames or if another TK Trap L is created, each projectile has 5 low priority durability points, trap disappears if Phoenix is hit/Dark Phoenix trap hitbox and projectile are larger, projectile has 3 frames x 5 low priority durability points, knocks down rival
5, 6	TK Trap M	↓ ↘ ↙ + M	1/3	90,000/ 162,500	720/ 1728	20	—	20	—	—	Trap extends a hitbox horizontally to screen edges, trap fires projectile forward at attacker that crosses hitbox, trap disappears automatically after 300 frames or if another TK Trap M is created, each projectile has 5 low priority durability points, trap disappears if Phoenix is hit/Dark Phoenix trap hitbox and projectile are larger, projectile has 3 frames x 5 low priority durability points, wall bounces adversary
7, 8	TK Trap H	↓ ↘ ↙ + H	1/3	90,000/ 162,500	720/ 1728	20	—	20	—	—	Creates trap with no offensive hitbox, trap automatically fires projectile diagonally up-forward after 30 frames, projectile has 5 low priority durability points, trap disappears if Phoenix is hit/Dark Phoenix projectile is larger, has 3 frames x 5 low priority durability points, wall bounces competitor
9	TK Overdrive L	⇨ ↓ ↘ + L	4	103,000/ 123,700	960/ 1380	8	14	19	—	-1/+2	Nullifies projectiles during active frames, knocks down
10	TK Overdrive M	⇨ ↓ ↘ + M	4	103,000/ 123,700	960/ 1380	8	14	14	+17	+4/+7	Nullifies projectile during active frames, knocks down
9	TK Overdrive H	⇨ ↓ ↘ + H	6	154,400/ 185,200	1584/ 2280	12	20	34	—	-21/-18	Nullifies projectile during active frames, knocks down
11	Teleportation	⇨ ↓ ↘ + ATK	—	—	—	10	—	20	—	—	—
12	Flight (in air OK)	↓ ↘ ↙ + S	—	—	—	19	—	0	—	—	Puts Phoenix in flight mode, flight lasts for 102 frames, causes TK Shot to recover as if grounded



1



2

**TK Shot:** Phoenix throws a standard low-priority fireball that explodes on impact or when nullified. This explosion behaves as another projectile, lasting for another 15 frames, and has 3 points of low-priority durability.

TK Shot L releases the fastest, but has a velocity slower than that of TK Shot M. It is also the weakest of the three versions in terms of damage. However, TK Shot L is the projectile of choice when engaged in a long range firefight because of its quick startup time. The speed in which it travels makes it perfect for cross-ups, as well; a TK Shot L fired at long range travels slowly enough so Phoenix recovers before the projectile makes it to the opponent, creating a Teleport M cross-up opportunity.

When it comes to combos, the aerial version of TK Shot L should be your main projectile. It is OTG-capable and can be used to extend combos after a hard knockdown. It is also the most reliable version of TK Shot to use in air combos.

TK Shot M has twice the startup of TK Shot L but travels considerably faster and deals more damage, as well. If opposing players become used to the speed of TK Shot L, you can use TK Shot M to catch them off-guard. Though TK Shot M is OTG-capable, it can only be followed by Phoenix Rage because of its increased startup and speed, whereas there's time for a relaunch if TK Shot L is used to OTG instead.

TK Shot H has the slowest startup of the three, but it slowly homes in on opponents until 120 frames have passed (after which it explodes automatically) or Phoenix is hit. Because of its homing feature and increased damage, TK Shot H can be a headache for your competitors to deal with. You can also use it from afar to set up cross-ups with Teleport M or as cover fire for an approach.

As Dark Phoenix, all versions of TK Shot fire two projectiles simultaneously. Each shot is weaker individually, but they ultimately inflict more damage when both connect. As a result, TK Shot becomes much more difficult to avoid and does increased hitstun and blockstun.



3



4

**TK Trap L:** Phoenix sets a small trap on the floor, creating an invisible vertical tripwire. When an adversary crosses over the trap, a fiery projectile fires from the ground up to the top of the screen, hitting anything in its path. TK Trap L serves as a great defensive tool to stop any forward advances, since your opponent's only ways of dealing with the trap are to set it off or avoid it completely. Set down TK Trap L every chance you get to keep Phoenix as safe from aggressors as possible. Keep in mind that you can only set one TK Trap L at a time. If a second TK Trap L is set, the first trap disappears. Traps will also disappear if Phoenix is hit.

TK Trap L features a decent amount of hitstun; if you anticipate your rival getting hit by the trap, you can follow with another attack. You can use it in combos, as well.

As Dark Phoenix, TK Trap L deals considerably more damage and hitstun. ⇨ + H canceled into TK Trap L can be looped several times, and TK Trap L can even be performed over and over in lv.3 X-Factor as a 100% damage combo!



PHOENIX





5

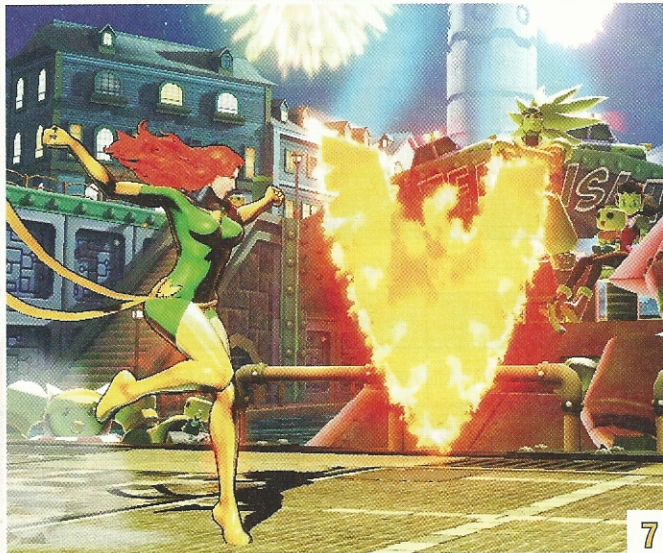


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**TK Trap M:** A horizontal version of TK Trap; Phoenix sets an aerial trap slightly above her head. Even though the invisible tripwire for the trap spans the screen's entire horizontal length, the trap can only fire forward from where it was originally placed. This makes it possible for the trap to be triggered from behind, causing it to whiff. Also note that the trap will disappear if Phoenix is hit.

In situations where you are in a position to set down a TK Trap defensively, setting down TK Trap L should have priority over TK Trap M. TK Trap M is generally easier to avoid than TK Trap L.

As Dark Phoenix, TK Trap M gains increased speed and range along with a wall bounce effect, making it one of her best attacks. After a connected TK Trap M, Dark Phoenix can teleport to the victim's position for a destructive combo. TK Trap M is an integral part of Dark Phoenix's arsenal, as is illustrated further ahead.



7



8

**TK Trap H:** TK Trap H behaves differently than the L and M versions because it is not triggered by the opposing character. Instead, TK Trap H is released automatically after 30 frames, firing up-forward at an angle. This attack has limited uses compared to TK Trap L and M, and it should be considered your last priority when setting traps in a defensive manner.

As Dark Phoenix, TK Trap H is given increased speed and damage like the other versions, as well as a wall bounce effect like TK Trap M. While it gains some use when used offensively or in setups, the other two versions of TK Trap have more utility overall.

**TK Overdrive L/H:** Phoenix launches herself at her target as a fiery torpedo, nullifying opposing projectiles. TK Overdrive is best used in long combos as a tactic to build meter for Dark Phoenix Rising. Even though it devours projectiles, it is extremely unsafe if blocked, leaving Phoenix open for an easy K.O. As Dark Phoenix, TK Overdrive gains no additional properties aside from extra damage. Use a crossover assist right before this attack to make it safe.

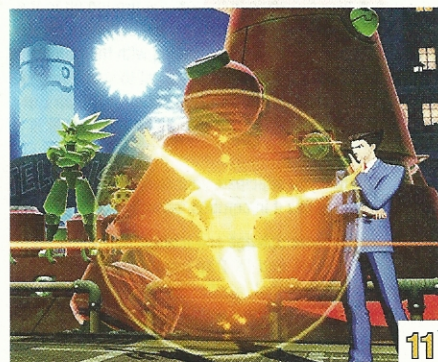


9

**TK Overdrive M:** TK Overdrive M is distinct from other versions of Overdrive in that it sends Phoenix upward at an angle, leaving her in a jumping state. Upon recovery, Phoenix is free to attack or perform special moves. You can also use it to extend combos.



10



11

**Teleport:** Phoenix can teleport near her adversaries in one of three positions: in front with Teleport L, behind with Teleport M, and directly above with Teleport H. Phoenix's Teleportation is extremely fast and can even be performed in the air. Both Teleport L and M are great ways to punish attacks or hyper combos that recover slowly. Ranged attackers such as Arthur or Hawkeye can no longer throw projectiles from fullscreen with confidence, since you can use Phoenix to punish them with Teleport M. Certain hyper combos can be avoided and punished with Teleport M, as well, such as Amaterasu's Okami Shuffle. Teleport M is also great for cross-ups when used in tandem with TK Traps, TK Shots, and crossover assists. Performing Teleport M right before a TK Shot L connects becomes unguardable on reaction; competitors must anticipate the cross-up and guard the other direction before the teleport. Mixing this up with Teleport L makes for a 50/50 guessing game!

Teleport H is different from L and M since it always causes Phoenix to reappear directly above her rival, regardless of their altitude. This makes it great for punishing foes who are raining projectiles from the sky. In some situations, Teleport H is better for punishing your foe than Teleport M. When an opponent is cornered Teleport M does not cross up anymore, so Teleport H into air  $\nabla + \text{H}$  becomes a more viable option for overcoming ranged attacks.





**Flight:** Phoenix's flight had undergone a slight change since original *MvC3*: she can no longer super jump, fly, then teleport, and have a chance of remaining in a flying state afterward. Flight is even more important to her now though, because Phoenix can no longer use air TK Shot multiple times in midair without flight. Use air TK Shot once and she drops like a stone, unable to guard. This also means she can no longer be made to jump, TK Shot, then teleport for a ready-made mix-up. You can produce more or less the same effect, however, by activating flight, firing a TK Shot, and then teleporting.

Flight is also useful to activate after air recovery, since you can airdash repeatedly while flying. This is useful for other characters to escape after they've been hit out of the air, though it's a little less important for Phoenix since if she was hit out of the air, it's unlikely she survived!



## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Phoenix Rage (in air OK)	↓ ↘ ↙ + ATK ATK	10	320,700/384,800	8+1	—	81	—	-38/-35	Frames 1-14 invincible, wall bounces opponent, beam durability: 10 frames x 5 high priority durability points
2	Healing Field	↓ ↘ ↙ + ATK ATK	—	—	4+3	—	18	—	—	Creates Healing Field around Phoenix. Healing Field lasts for 600 frames, if foe is within Healing Field Phoenix regenerates red vitality, activating Healing Field while one is already active destroys the old Field and replaces it with new Field
3	Dark Phoenix Rising (Level 5 hyper combo)	When vitality is reduced to zero	1	0	30+0	4	0	—	+21	Activates automatically upon Phoenix's K.O. if 5 hyper meter bars stocked, frames 1-34 invincible, knocks down, restores Phoenix's health to 100%, permanently changes Phoenix into Dark Phoenix, Dark Phoenix on point gradually has vitality become red vitality



**Phoenix Rage:** Phoenix fires a screen-clearing projectile that causes huge damage and a wall bounce. It also sports a fairly long window of invulnerability during its startup, making it useful as a last-ditch effort to save Phoenix from an unavoidable hyper combo. Despite these perks, your hyper meter is best saved for Dark Phoenix Rising. Generally, only use Phoenix Rage if it will deal enough damage to score you a K.O. on your adversary.

Phoenix Rage is extremely unsafe if guarded. Be ready to THC or activate X-Factor if the opponent guards this hyper combo!



**Healing Field:** Phoenix envelops herself in a bright aura and heals red vitality rapidly so long as her competitor is within the aura. Because the life regeneration is so quick, close range damage is effectively halved for a much-needed boost in survivability. Healing Field is best used as Dark Phoenix, as meter needn't be saved after Dark Phoenix Rising occurs. If you need to regenerate red vitality before Dark Phoenix Rising, X-Factor is an alternative method to consider. You can use Healing Field for THCs, as well. Several hyper combos allow a continued combo if a THC into Healing Field is used.



**Dark Phoenix Rising:** Upon K.O., Phoenix automatically performs Dark Phoenix Rising if the hyper meter is totally full. This hyper combo covers a large portion of the space around Phoenix and knocks foes away without dealing any damage. Phoenix is invincible during the transformation.

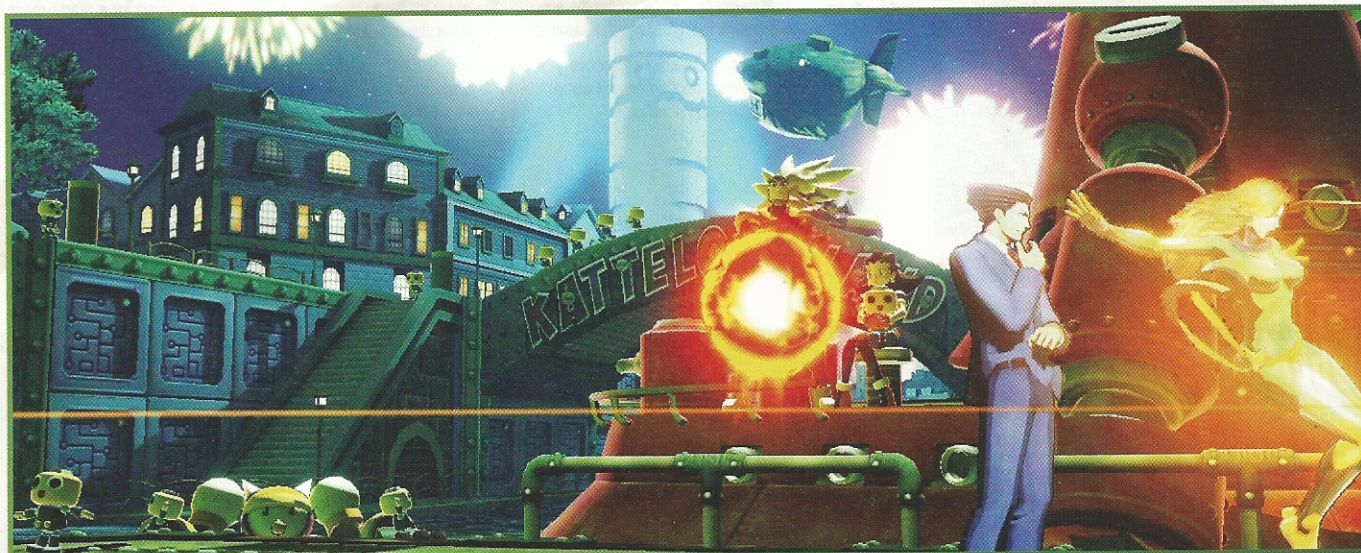
Upon completion, Phoenix is resurrected as Dark Phoenix, with all life replenished. Dark Phoenix is considerably stronger than regular Phoenix (or, um, anyone); all attacks deal 20% more damage, all TK Shots are doubled, all TK Traps become much stronger, and all basic attacks are augmented with fiery feather projectiles, resulting in more hyper meter built per normal attack.

As a trade-off, all of Dark Phoenix's vitality is slowly turned into red vitality. To counter this, make use of Healing Field and X-Factor.

# PHOENIX



# Battle Plan



Teleport M is your main way to cross competitors up. Teleport right before TK Shot makes contact.



TK Trap L cuts off frontal advances. Set it down whenever you get the chance!

snap back or teammate K.O. X-Factor serves as Phoenix's main defense against chip damage and should be used only in emergencies. If you find Phoenix in a dangerous position without five bars of hyper meter, you might want to consider activating X-Factor to keep her from being preemptively K.O.'d. X-Factor is also extremely important for Dark Phoenix, since it negates the red vitality conversion that Dark Phoenix suffers from. If you manage to save X-Factor for Dark Phoenix, you won't be disappointed; Dark Phoenix with X-Factor activated is a nightmare for competitors to deal with. She is almost certainly still the strongest character in the game, even with her adjustments.

Because of her low vitality and hyper meter dependency, Phoenix is best put in the third slot of the team. If Phoenix is forced into the match early without sufficient hyper meter built, your first priority should be to have her escape to safety. This is where Phoenix's mobility and defensive options come into play. Immediately employ advancing guard on any attacks that come your way, and retreat with backdashes, airdashes, and teleports if necessary. Once you've regained control of the match, tagging out right away isn't always the best option. Clever foes often wait for the tag, leaving Phoenix's teammate wide open for a huge combo or even a snap back to get Phoenix back in! Instead, try using TK Shot H or TK Trap L to cover your tag. There is nothing worse than saving Phoenix from danger only to have her put into another bad position!

Even though Phoenix is extremely vulnerable when forced in early, fighting back is an alternative to retreating, albeit a risky one. Combo opportunities should be taken if they present themselves! Take advantage of an opposing player's frenzy to K.O. Phoenix by using attacks like crouching (M) and air (H). If used as an anti-air, crouching (M) can often go right under enemy attacks, putting you in prime position to start a combo. If you are airborne, surprise foes below with air (H). This is also a good time to surprise your opponents with Teleport M. If they try to attack with a slower special move or hyper combo, use Teleport M to get to safety and punish your foe's laggy attack. If you manage to successfully land a hit, don't get greedy! Get Phoenix out as soon as possible via tag (which is usually safe after an air combo) or aerial exchange.

Once full hyper meter is achieved, you have a few choices. You can opt to switch in Phoenix early, fight until she is knocked out to activate Dark Phoenix Rising, then switch back out, finally giving her remaining teammates free reign over the hyper meter while saving Dark Phoenix herself as a measure of last resort. If your other two characters are defeated, Dark Phoenix likely enters the fight with some pre-built hyper meter for you to work with, and hopefully X-Factor, as well. This tactic gives you the most bang for your buck, hyper meter-wise, but isn't always possible, since it requires other teammates to not be K.O.'d.

Another option is to switch Phoenix in early and battle through the rest of the fight with Phoenix and Dark Phoenix. Phoenix on point is one of the strongest characters in the game with various offensive and defensive tools, and she is especially dangerous with crossover assists at her disposal. Her defensive game is made even stronger with crossover assists, and her offense can be fully unleashed since a K.O. activates Dark Phoenix Rising anyway! This means that you can take more risks when approaching and attacking. Dark Phoenix is even more of a threat with crossover assists, as well, and she is very capable of destroying the opposition without being switched back to the sidelines. This tactic works especially well with teammates who can fit the role of anchor on the team; if Dark Phoenix is lost, you can still rely on a strong anchor with X-Factor to clean up whatever Dark Phoenix didn't finish.

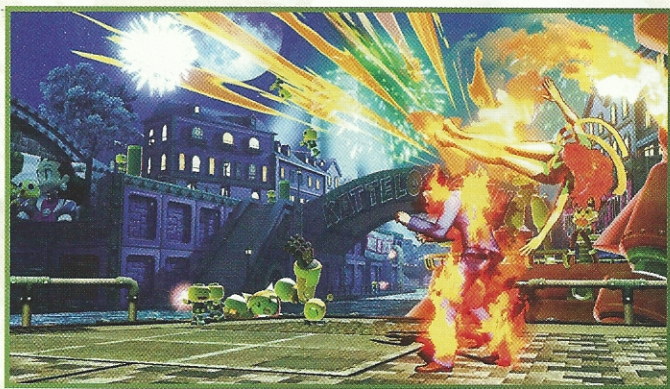
Yet another tactic to consider is saving Phoenix for last no matter what. An all or nothing tactic, this plan relies heavily on Dark Phoenix's destructive power with lv.3 X-Factor activated. You can take huge risks and play wildly with Phoenix's teammates in an attempt to win the fight without the use of Dark Phoenix. It doesn't matter so much if her teammates are K.O.'d or not, so you can take this opportunity to play a strong offensive game, pulling out all the stops! This isn't to say that an opportunity to win the fight should not be taken if it is presented early. If you are put in a position as normal Phoenix to K.O. your opponent's final remaining character at the expense of hyper meter and/or X-Factor, go for it if you are confident that you can end the match right then and there. Otherwise, you can still play it safe by waiting for Dark Phoenix Rising to occur before you activate X-Factor or spend further hyper meter.

The main goal as Phoenix is to build five bars of hyper meter to grant access to Dark Phoenix. Because of the hefty meter requirement, the battle begins at the character select screen! Choosing teammates for Phoenix is just as important as learning how to play the character. Characters who don't need hyper combos to be effective are ideal partners for Phoenix, as are characters with long, drawn-out combos that can build meter toward Dark Phoenix Rising. Amaterasu, Frank West, and Morrigan should also be considered when choosing characters to complement Phoenix because they possess meter-building crossover assists.

One of the fastest ways to build hyper meter is through team aerial combos. (H) + (S) aerial exchange proves to be an invaluable resource, since it builds one whole bar of hyper meter if successfully performed. However, you can be sure that opposing players will be ready to counter a (H) + (S) aerial exchange. As an alternative, you can use (H) + (S) aerial exchange into a long, meter-building combo; characters with the ability to fly are especially good at this since their combos after an aerial exchange tend to be longer than those who cannot fly. On the other hand, if you find yourself caught in an air combo, be ready to counter with (H) or (H) + (S) to avoid having your own meter taken away.

Conserving X-Factor is also important when playing a Phoenix-based team. Phoenix is extremely fragile and is very susceptible to chip damage, especially when she is forced in via





The angle in which air **H** hits makes it perfect for square jumps!

position to rush down with low attacks, triangle jumps, and square jumps. For a particularly tricky attack, use the  $\rightarrow + \text{M}$  Prominence Heel overhead immediately after teleporting to add another layer to the cross-up! Be careful, though, as a poorly timed Teleport M cross-up leaves Phoenix vulnerable because of its recovery time. If you feel the opposing player is anticipating your Teleport M and getting ready to counter with crouching **L**, try performing Teleport H into air  $\downarrow + \text{H}$  instead to catch them by surprise.

Phoenix is a great rushdown character, but having Dark Phoenix Rising ready doesn't necessarily mean you must play offensively. Sometimes, frustrating your adversaries with defensive measures is a better option. TK Trap L is integral to this, and it should be performed whenever you get the chance. Once TK Trap L is set down, you can either set down TK Trap M for further coverage, or start firing TK Shots to force your opponent to make a move. Once they do, get ready to counter their change in gameplan with a surprise crouching **M** attack or Teleport M.

Once Dark Phoenix Rising is finally activated, the remaining characters and vitality of the opposing team must be evaluated. If there are still three characters to deal with, the initiative to attack must be taken because Dark Phoenix's vitality is slowly being converted to red. If there are only one or two low-vitality characters remaining, they are better dealt with from a distance to avoid the risk of a K.O. to Phoenix herself.

Playing a defensive game with Dark Phoenix isn't a bad idea. Since all TK Traps and TK Shots inflict significantly more damage, trying to get in close on a defensively played Dark Phoenix can take a huge toll on a foe's vitality. Dark Phoenix can still perform the same Teleport M cross-ups with TK Shots, but now they are even more difficult to avoid because there are two fireballs instead of one. TK Trap M becomes a real threat now, as well; if the target is hit by a TK Trap M, perform Teleport L on reaction to the wall bounce to combo for a K.O.

A defensive measure not possessed by normal Phoenix is Dark Phoenix's standing **H**. After Dark Phoenix Rising, this attack is augmented with a fan-shaped blast of feathers firing in five directions, protecting Dark Phoenix from any frontal assaults. This attack alone shuts down many characters' offensive tools; a character like Tron has very few answers to Dark Phoenix standing still performing standing **H** over and over! To help Dark Phoenix's survivability, try to get accustomed to whiffing this attack before every special move performed if you can. The feathers are released immediately as the standing **H** is performed, so you can essentially add a fan of feathers to all special moves by canceling them from standing **H**.

Offense is where Dark Phoenix shines, since many of Dark Phoenix's combos lead to a K.O. The feathers produced by Dark Phoenix's basic attacks drastically increase the number of hits in combos, which assures that any combo will build an incredible amount of hyper meter. Dark Phoenix still has access to all the same offensive weapons as normal Phoenix, including triangle jumps and square jumps. Standing **L** and crouching **L** are greatly enhanced as Dark Phoenix. If pressed rapidly, they create a stream of projectiles which will push away guarding adversaries, while easily allowing you to hit confirm. If you see these feathers hitting your competitor, dash in and continue with a combo.

Some challengers decide to run away from Dark Phoenix, usually to wait out her X-Factor timer or to let the red vitality conversion consume her. In this situation, use TK Shot H to give chase. TK Traps are all much faster as Dark Phoenix and should be used to make the entire screen unsafe for opponents. TK Trap H can be useful against a fleeing foe, as well. It travels quickly at an angle that Phoenix cannot quickly get to without teleporting. The wall bounce effect added to TK Trap H after Dark Phoenix Rising helps immensely, as you can follow up any wall bounce with Teleport L or M for a combo opportunity.



Crouching **M** is a great way to approach your rivals.

In all three situations, you can shift from defense to offense with Phoenix, as long as Dark Phoenix Rising is ready to be activated. On offense, Phoenix has several weapons at her disposal. One of her main tools is triangle jump air **L**. Phoenix's air **L** attacks at a downward angle, making it ideal as an overhead attack. This becomes especially difficult to guard against when mixed with empty triangle jump crouching **L**. Both attacks are quick, making them hard for competitors to react to. You can also perform a square jump attack with air **H**. Phoenix's air **H** has a large, crescent-like hitbox, attacking both in front of and behind her. This makes it perfect for square jumps! If you manage to land a square jump air **H**, you can always follow with air  $\downarrow + \text{H}$ . The target is sucked in toward you from the hitstun of the air **H**, allowing air  $\downarrow + \text{H}$  to combo cleanly.

Phoenix's crouching **M** is invaluable at mid range. The distance it travels combined with the fact that Phoenix goes low enough to avoid many attacks make it an asset when trying to mount an offense. You can slide right under most projectiles and normal attacks with it, and it can be followed with crouching **H**, TK Shot L, or Teleport H to keep the momentum going.

Teleport M cross-ups are also a viable means of attack, and they can be utilized from a safe distance. Fire the slow-moving TK Shot L or TK Shot H before teleporting to set up cross-up opportunities. Even if the fireball is guarded after the Teleport M, you can still use this opportunity. Fire the Prominence Heel overhead immediately after teleporting to add another layer to the cross-up. If the fireball is guarded after the Teleport M, you can still use this opportunity. Fire the Prominence Heel overhead immediately after teleporting to add another layer to the cross-up.



Perform standing **H** before special moves to use the feathers as cover.

Crouching **M** is also improved as Dark Phoenix. When performed, three feathers fire up, diagonally, and straight ahead for added coverage. Many opponents expect Dark Phoenix to approach via teleports or airdashing, but the horizontal distance crouching **M** covers makes it a viable tool for approaching, as well. If positioned properly, a crouching **M** canceled to Teleport M makes for a seemingly unguardable cross-up; as you teleport behind your competitor, the feathers strike their back as a cross-up! For proper positioning, try sliding back in after an advancing guard, then canceling it into Teleport M for the cross-up.

If your opponent has decided to corner themselves to avoid Teleport M, you can simply sit right outside their attack range, set a TK Trap L and TK Trap M to cover their escape, then fire TK Shot L repeatedly to safely chip away at their attempt to turtle. You can also use crouching **L** feather spam to get close for a throw attempt, which can be turned into a full combo via OTG air TK Shot L. If you think your adversary might try to avoid the throw by performing a throw escape or a jumping retreat, fake the throw attempt and instead go for crouching **L** to counter, which will catch them before they get off the ground if they hold up-back to jump. This can be further mixed with a forward dash into  $\rightarrow + \text{M}$ . A cornered opponent is also more susceptible to triangle jump and empty triangle jump mix ups. If foes manage to escape your corner pressure, that's fine: you can use Teleport M for cross-ups again!



PHOENIX



**19 hits, 386,300 damage, 79% meter gain**

The main purpose of this combo is to build a large amount of hyper meter while inflicting a decent amount of damage. When super jumping, perform air **M** **M** **H** **↓** **+** **H** quickly for the best results. You can also end this combo with Phoenix Rage, though this is not recommended if you are saving hyper meter for Dark Phoenix Rising.

**418,800 damage, 106% meter gain**

**1,043,900 damage, 127% meter gain**

**1,125,000 damage, 139% meter gain**

While Dark Phoenix combos are destructive regardless, they pack an extra punch in the corner. Linking the cr  after      can take some getting used to, but it becomes second nature with some practice!

**292,100 damage, 97% meter gain**

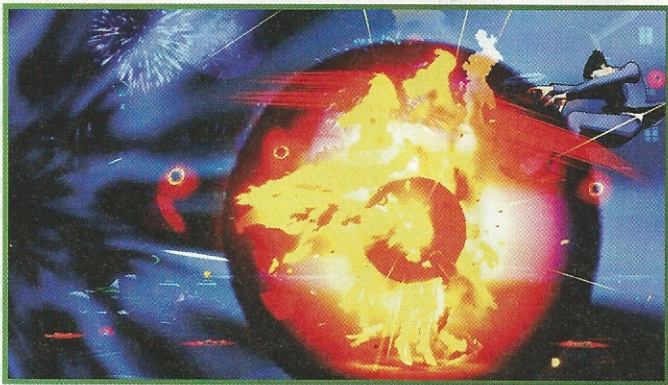
Forward throw is a great way to mix up your corner pressure with Phoenix. Wait until your adversary is as low to the ground as possible before launching with **(S)**; the hitstun on **→ + (H)** gives you plenty of time to see if the positioning is just right.

**"I WANTED YOU TO WIN. TO END MY THREAT  
ONCE AND FOR ALL. I HONESTLY DID."**



## ADVANCED TACTICS

### I CAN'T CONTROL IT: DARK PHOENIX RISING COMBOS



A combo off Dark Phoenix Rising gives you the upper hand right away.

Though Dark Phoenix Rising causes no damage, you can follow it with a combo if it is activated against a cornered or near-cornered competitor! If Dark Phoenix Rising is activated against a cornered opponent, immediately attack with a stream of crouching **L** feathers to catch them for a combo. If you are near the corner upon activation, you can cancel Dark Phoenix Rising with X-Factor and perform a quick dash into crouching **M** to catch the target before they hit the ground. At midscreen, the same technique can be used except with TK Overdrive **L** or **H**, which can be followed with crouching **L** into a combo. Timing is key here!

### DESTROYING WHOLE PLANETS: AFTER A K.O.



Coming in after a K.O. is the most dangerous position for your opponent to be in.

The key to Dark Phoenix's ability to destroy entire teams by herself lies in her deadly mix-up game on characters forced to join the fight after their partner is knocked out. With the use of TK Trap M, opposing players are forced to play a 50/50 guessing game in which one wrong guess can lead to another K.O. until the whole team is wiped out. To perform this, set down TK Trap M, wait for the fresh opposing character to set off the trap by falling in, then teleport just after the trap fires. The Trap's projectile is what you're actually using for the cross-up, so if you teleport to one side or the other *just* before the projectile hits their character, the opposing player doesn't have enough time to react. Basically, if your opposition blocks this tactic, it's luck, or you're being predictable with your timing, or your teleport choice. Use Teleport M and H for a cross-up, and employ Teleport L for a fake cross-up. If the trap hits, quickly dash or teleport into position to follow with a huge combo. If your adversary successfully guards the trap, you can seize control of the match by firing a stream of crouching **L** projectiles, or performing Teleport M for another cross-up attempt.

Certain characters like Magneto and Storm can airdash upward to avoid falling into the invisible TK Trap M tripwire, while others can double jump to mess up your cross-up timing. This is one of the few scenarios where TK Trap H is extremely useful. Position and place TK Trap H so that it fires as soon as your foe appears, then place TK Trap M as normal and perform the teleport mix-up. Enemies trying to avoid TK Trap M instead get blasted by TK Shot H!

Because Teleport M cannot cross-up cornered opponents, an incoming character appearing in the corner does not fall victim as easily to TK Trap M setups. To counter this, immediately backdash after knocking out an adversary. If you move backward far enough, you can pull the screen backward to bring the playing field out of the corner. After doing so, you still have a moment to set TK Trap M down. Since the playing field has been moved, Teleport M can cross up as usual!

## COMBO APPENDIX

### GENERAL EXECUTION TIPS

When performing air combos, attack immediately after super jumping to ensure that the positioning is correct for **↓** + **H** to connect.

It is best to super jump straight up rather than forward during Phoenix air combos. Jumping straight up with Phoenix gives you the altitude you need for all hits to connect.

If you're having trouble with the tiger knee motion when performing air TK Shot to OTG, try performing the motion slowly. Only press **L** when the entire motion is completed, all the way to **↘**.

(AS DARK PHOENIX) CR. **L**, **M**, **H**, **↘** + **H** **CANCEL** **↓** **↘** **↘** + **M**, **↘** **↘** **↘** + **L**, ST. **H**, **↘** + **H** **CANCEL** **↓** **↘** **↘** + **L**, **S** **CANCEL**

FORWARD SUPER JUMP, AIR **H** **CANCEL** **↓** **↘** **↘** + **ATK** **ATK**

Notes	Damage
—	920,000 damage, 9% meter loss

CR. **L**, **M**, **H**, **↘** + **H** **CANCEL** **↓** **↘** **↘** + **L**, **↓** **↘** **↘** + **L**, **↓** **↘** **↘** + **L** REPEAT

Notes	Damage
X-Factor level 2 or 3 required, works as Phoenix or Dark Phoenix	100% damage



PHOENIX



# SENTINEL

**"THE PROGRAMMING OF THIS UNIT IS EVOLVING. CHANGING. ADAPTING. BECOMING... BASTION."**

## Bio

### MODEL NUMBER

COTA-94

### OCCUPATION

Mutant Hunter

### ABILITIES

The Sentinel's strong, giant metal body boasts incredible power. It also has the abilities of flying and of tracking down mutants.

### WEAPONS

Its primary weapons are the laser blasts (a special gene scrambler) it can fire from both its palms, as well as its fingertips. It can also release knockout gases.

### PROFILE

Sentinel is a robot mutant hunter developed by Bolivar Trask, a scientist who felt that mutants were becoming a threat to mankind. Without developing their own artificial intelligence, Sentinels dutifully obey their orders, no matter who gives them.

### FIRST APPEARANCE

The X-Men #14 (Sentinels, 1965),  
X-Men: Children of the Atom (COTA-94 model, 1994)

### POWER GRID



\*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.





## ALTERNATE COSTUMES



1



2



3



4



5



6



DLC

## Overview

Vitality	900,000
Chain Combo Archetype	2-Hits Limited

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	130%	110%
Level 2 (2 teammates remaining)	150%	120%
Level 3 (1 teammate remaining)	170%	130%

Sentinel is an interesting hybrid: an offensive character that shouldn't be too close, and a beam-capable character that can't press that advantage against some characters. Your goal with Sentinel is to push your opponent to the corner while keeping them at proverbial arm's length, no closer than the reach of Sentinel's standing **M**. As a secondary goal, keep an eye out for chances to punish your foe's unprotected assist calls with Hyper Sentinel Force.

Sentinel is a gigantic and imposing killing machine. Why would you want to keep your adversary away?

Like Nemesis T-Type, Sentinel is too big for its own good. Characters with faster attacks (almost everyone) can beat Sentinel to the punch at close range, and it's easy for opponents to land instant overheads on crouching Sentinel by simply jumping and attacking.

Likewise, Sentinel has below-average vitality, and is easy to juggle. This model of Sentinel can't take chances. Master Mold doesn't make 'em like it used to.

Sentinel's own attacks are better at the edge of their ranges, where Sentinel's limbs are invulnerable and destroy projectiles. Staying at the edge of poke range also allows you to press a scary throw reach advantage—see Advanced Tactics for more information.

Why do you want the opposing character pushed into a corner?

Sentinel's combo damage potential is much stronger because combos can basically go on as long as you have hyper meter to spare and the willingness to spend it.

Sentinel's Human Catapult command throw leads to bigger damage and meter gain opportunities.

Your foe has less space to backpedal away from Sentinel's long-reaching attacks and Human Catapult command throw, and advancing guard is less effective in pushing Sentinel away.

Finally, if the goal is both to keep your opponent away and to push them to the corner, how is that accomplished?

Forcing your adversary to guard either a long range assist or **H** mouthlaser, then activating flight and flying forward.

Cautiously wavedashing, jumping, and double jumping forward to gain ground.

Anticipating where your opponent will be and taking over that space with the invincible tip of one of Sentinel's **M** limbs.

Sensing when your opponent is playing passively and rushing in to grab them with Human Catapult.

Looking for opportunities to combo into Hard Drive, or to use its invulnerability to blow through an attack.

### TUNING SINCE ORIGINAL MVC3

Sentinel saw more changes in *MVC3*'s early life than in the transition to *UMVC3*... The robot's vitality was lowered from 1.3 million to 905,000 in a patch shortly after the original game was released. Sentinel has it comparatively easy here. Sentinel can no longer combo OTG Rocket Punch L to Hyper Sentinel Force after an air combo, but being able to mash Plasma Storm for increased damage makes up for this.

Sentinel is one of the hardest-hit characters in terms of the damage of X-Factor being toned down, so it's no longer a guaranteed knockout every time a glowing, angry Sentinel even sneezes on an adversary with impossible-to-miss combos. Sentinel can still definitely accomplish ample mutant-killing in X-Factor, and X-Factor's speed boost is arguably more important to the robot than the damage (since it fixes the biggest disadvantage Sentinel has). It just takes more effort and better combos to do it this time around. No more easy mode launch, air **M**, **H**, **S** → death for Sentinel!

Vitality changed from 905,000 to 900,000

Foes recover faster when hit by a Rocket Punch

**S** launcher now has super armor (reduced from hyper armor)

Plasma Storm can be mashed for more damage



# Attack Set

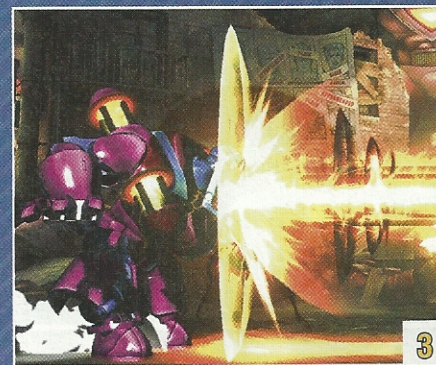
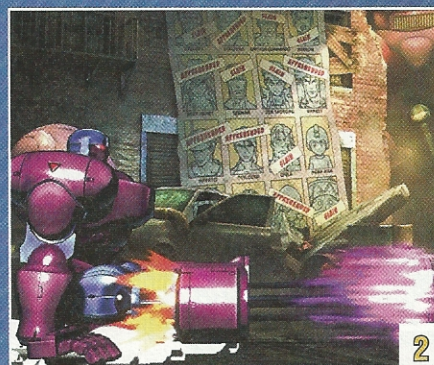
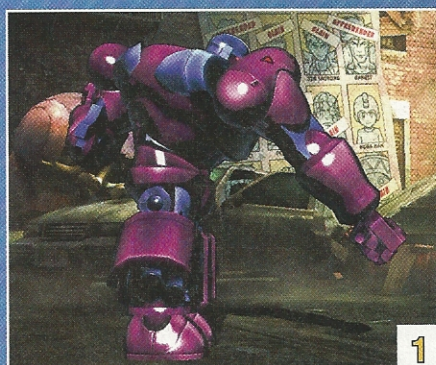
## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing <b>L</b>	1	70,000	560	7	3	28	-12	-15	Nullifies low priority projectiles during active frames
2	Standing <b>M</b>	1	100,000	800	14	3	32	-11	-15	Super armor from frames 6-15, nullifies medium priority projectiles during active frames
3	Standing <b>H</b>	5	102,300	1000	20	20	16	+6	-11	Hits fullscreen in 26 frames, chains to crouching <b>H</b> , deals chip damage, beam durability: 5 frames x 2 low priority durability points



## Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching <b>L</b>	1	70,000	560	9	3	25	-9	-12	Nullifies low priority projectiles during active frames
2	Crouching <b>M</b>	3	97,600	960	13	3(1) 4(1)4	30	—	-14	Low attack, super armor from frames 6-15, hits close range at 13 frames, mid range at 17 frames, nullifies medium priority projectiles during active frames
3	Crouching <b>H</b>	5	102,300	1000	20	20	16	+6	-11	Hits fullscreen in 26 frames, deals chip damage, beam durability: 5 frames x 2 low priority durability points



## Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	<b>S</b> (while standing or crouching)	1	120,000	960	16	8	26	—	-8	Launcher, not super- or hyper combo- cancelable, super armor from frames 12-21, nullifies medium priority projectiles during active frames





## Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>L</b>	1	75,000	600	8	6	22	+17	+14	Overhead attack, double jump- cancelable, nullifies low priority projectiles during active frames
2	Air <b>M</b>	1	100,000	800	12	4	32	+22	+18	Overhead attack, double jump- cancelable, nullifies medium priority projectiles during active frames
3	Air <b>H</b>	1	110,000	880	17	4	28	+25	+21	Overhead attack, nullifies medium priority projectiles during active frames



## Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

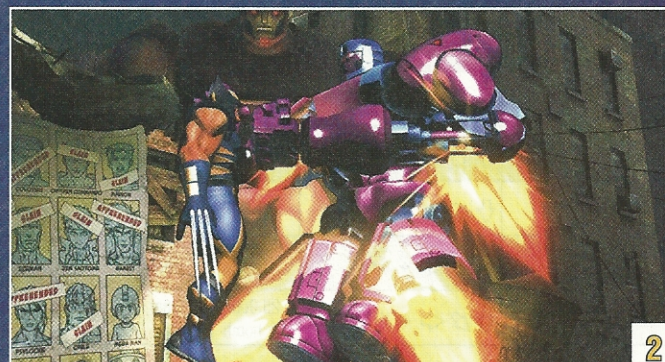
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air <b>S</b>	1	120,000	960	18	5	23	—	+18	Overhead, causes ground bounce, nullifies medium priority projectiles during active frames, causes hard knockdown if used in launcher combo
2	Air <b>↑</b> + <b>S</b> (during launcher combo)	2	105,00	880	13	4	31	—	—	Tags in next available ally while lofting opponent upward
3	Air <b>↔</b> or <b>↔</b> + <b>S</b> (during launcher combo)	2	95,000	800	18	4	27	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from opposing character
4	Air <b>↓</b> + <b>S</b> (during launcher combo)	2	95,000	800	18	4	27	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



## Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	↔ + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
	↔ + <b>H</b> (ground)	1	80,000	800	1	1	Hard knockdown
2	↔ + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown
	↔ + <b>H</b> (air)	1	80,000	800	1	1	Hard knockdown



SENTINEL



## As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (t his crossover assist)	Recovery (other partner)	Notes
1	Sentinel—α	Hyper Sentinel Force	Sentinel Force L	3	135,000	1200	45	—	146	116	Launches 3 projectile drones with 4 low priority durability points each, drones disappear if Sentinel is hit
2	Sentinel—β	Hyper Sentinel Force	Sentinel Force H	1~15	25,000 per bomb	200 per bomb	80	—	111	81	OTG-capable, 3 drones drop 5 bombs each, each projectile has 1 low priority durability point
3	Sentinel—γ	Plasma Storm	Rocket Punch L	1	130,000	1040	42	8	130	100	Knocks down, OTG-capable, nullifies medium priority projectiles during active frames

On paper, all three of Sentinel's assists have potential uses. Sentinel—β takes up more space than just about any other assist, and it is the least interruptible of the three. Sentinel—γ is a fast, hard-hitting OTG-capable assist with long reach, and the fist plows through most projectiles just like Sentinel's limbs on point. In practice, however, Sentinel—α has too many advantages to pick one of the others unless you are REALLY building a team to a specific purpose. (There are lots of characters with OTG-capable assists... why waste Sentinel's assist to gain that ability?)



The drone assist occupies so much screen real estate for so long that it's hard to pass up. This assist is one of the best in the game for enabling both offensive and defensive strategies (drones are almost required in order to play rushdown characters like Magneto, Wolverine, and Zero to full potential, and they help characters like Rocket Raccoon and Taskmaster control the center of the screen even more strongly). Indeed, this assist is so useful that it's a reason to put Sentinel on your team all by itself (and it certainly doesn't hurt that Sentinel is a strong character anyway and a beefy lv.3 X-Factor anchor, if it comes to that). Just keep an eye on Sentinel's vitality and cover the assist whenever possible, since assists are knocked out more easily than point characters. Losing Sentinel early on a team where the robot provides the primary assist means you've basically lost half or more of your offensive AND defensive abilities for the match. (Call the drones just before you force your target to guard a long range attack or beam such as Magneto's Electromagnetic Disrupter or Taskmaster's ➡ + H Web Swing, and you've more or less assured a safe exit for assist Sentinel.)

Finally, no matter which assist you pick, Sentinel has a terrific crossover counter... it just doesn't involve waiting around for the actual assist attack! Guard an attack, crossover counter to Sentinel with ➡ + P1+P2, then perform Hard Drive *before Sentinel lands and does the counter*. This is expensive, costing two bars of meter, but it can be worth it. For example, if your opponent is trying to K.O. one of your characters with a beam hyper combo, they'll be very surprised when the tables are turned as Sentinel is countered into play with an invincible hyper combo that travels across the full screen! This trick can also be used to K.O. low-vitality characters who let you block something with enough recovery to guarantee that Hard Drive makes contact with them. Opponents are typically very surprised when you finish them off this way, and the mere threat that you might counter to an invincible hyper combo sometime later can influence decisions that they make against you for essentially the rest of time.

## Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↵ ↵ ↵ + P1+P2	1	50,000	500 (-1 hyper meter bar)	2	3	32	—	-9

### Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds



## Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Rocket Punch L	↵ ↵ ↵ + L	1	150,000	1200	18	8	38	-10	-20	Knocks down, OTG-capable, nullifies medium priority projectiles during active frames
2	Rocket Punch M	↵ ↵ ↵ + M	1	150,000	1200	18	8	38	-10	-20	Knocks down, nullifies medium priority projectiles during active frames
3	Rocket Punch H	↵ ↵ ↵ + H	1	150,000	1200	18	8	38	-10	-20	Knocks down, nullifies medium priority projectiles during active frames
1	Air Rocket Punch L	↵ ↵ ↵ + L	1	150,000	1200	16	8	32	-4	-14	Knocks down, OTG-capable, nullifies medium priority projectiles during active frames
2	Air Rocket Punch M	↵ ↵ ↵ + M	1	150,000	1200	16	8	32	-4	-14	Knocks down, nullifies medium priority projectiles during active frames
3	Air Rocket Punch H	↵ ↵ ↵ + H	1	150,000	1200	18	8	32	-4	-14	Knocks down, nullifies medium priority projectiles during active frames
4	Sentinel Force L	↵ ↵ ↵ + L	3	135,400	1200	21	—	54	+29	+26	Launches 3 projectile drones with 4 low priority durability points each, drones disappear if Sentinel is hit
5	Sentinel Force M	↵ ↵ ↵ + M	3	135,400	1200	21	—	54	+24	+23	Launches 3 projectile drones with 4 low priority durability points each, drones disappear if Sentinel is hit
6	Sentinel Force H	↵ ↵ ↵ + H	1~15	25,000 per bomb	200 per bomb	56	—	29	+19	+15	OTG-capable, 3 drones drop 5 bombs each, each projectile has 1 low priority durability point



# Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
7	Human Catapult L	↵↵↵ + L	1	120,000	1200	2	1	43	—	—	Throw attack, causes hard knockdown
	Human Catapult M	↵↵↵ + M	1	140,000	1400	6	1	39	—	—	Throw attack, causes hard knockdown
	Human Catapult H	↵↵↵ + H	1	160,000	1600	10	1	35	—	—	Throw attack, causes hard knockdown
8	Flight (in air OK)	↵↵↵ + S	—	—	—	17	—	—	—	—	Enters or exits flight mode, flight lasts 104 frames



Rocket Punch L

1



Rocket Punch M

2



Rocket Punch H

3

**Rocket Punch:** Sentinel players can direct its signature attack upward (H), straight across (M), or downward (L). The fist that rockets away from Sentinel has no vulnerable hitbox, and it can plow intact through any low priority projectile it touches, with the exception of Chris's grenades. (If the fist strikes a medium priority projectile, both the Rocket Punch and the medium priority projectile become mutually nullified). The downward-aimed L version, whether airborne or grounded, is OTG-capable, which gives Rocket Punch its primary purpose: extending combos after a hard knockdown. To OTG foes after a hard knockdown with air Rocket Punch L, execute the move with a tiger knee motion: ↵↵↵ + L. After the OTG hit, Rocket Punch can be canceled into Hard Drive or Plasma Storm.

When finishing midscreen combos with OTG Rocket Punch L, keep in mind you'll often have to wavedash forward to get close enough. Wavedash using command dashes (ATK+ATK, ↵, ATK+ATK), so you don't accidentally whiff Human Catapult instead of getting the Rocket Punch you want at the end of the second dash.

Don't be too tempted to use Rocket Punches as pokes. If Rocket Punches are guarded, or if they miss altogether, Sentinel is left wide open for retaliation. Cancel guarded Rocket Punches to Hyper Sentinel Force to make Sentinel safe. Instead of poking with Rocket Punches, use Sentinel's M attacks. This achieves the same effect, using safer attacks that can be hit-confirmed into combos.



Sentinel Force L

4



Sentinel Force M

5

**Sentinel Force L & M:** Each version of Sentinel Force summons three drones, which act as projectiles (although they'll all disappear like a beam if an opponent hits Sentinel). The drones can be useful to put onscreen against opposing characters that don't have durable projectile threats, even though it's not the best idea against someone like Doctor Doom who can just cut through all the drones with his

Plasma Beam, nor against teleport-capable characters that can simply teleport above or behind Sentinel. An ideal time to summon drones is immediately after knocking out (or snapping out) the current opposing point character... there will briefly be no one on screen to interrupt Sentinel and, by the time their new character falls into play, Sentinel is free to move alongside the drones (though, like the Sentinel—α drones assist, Sentinel Force drones all vanish if Sentinel takes damage).

Using Sentinel Force L to summon downward-angled drones may encourage your competitor to try jumping, super jumping, or flying above the fray, which puts them in position for you to use jumping or flying air M. Using Sentinel Force M to summon upward-angled drones may encourage your adversaries to just crouch under Sentinel's little helpers at fullscreen. Wavedash forward and grab such passive opponents with Human Catapult.

Grabbing your foe with Human Catapult at midscreen, far from corners, presents a prime chance to summon TWO sets of Sentinel Force drones, if you want to force the rising opponent to guard for a while (and assuming you are not consistent enough with repeated wavedashes to make OTG Rocket Punch L feasible after Human Catapult midscreen, which is not an unreasonable assumption). If Sentinel has a teammate with a good long range assist, call that character into the fray, as well.



6

**Sentinel Force H:** Instead of firing three drones as battering rams, Sentinel Force H sends out three drones as carpet bombers. Each drone releases five small bombs, for a total of 15 bombs blanketing the area. Unlike Sentinel Force L & M, this version cannot be interrupted after Sentinel summons the drones, and the drones themselves cannot be destroyed. This version is much slower to fire than the others, though, and it's unlikely that enough of the bombs end up hitting to make the damage comparable to other attacks. On the other hand, it's possible to start a combo off of the bomb hits if Sentinel is close enough.



7

**Human Catapult:** Human Catapult L is active in 2 frames, while a regular throw accomplished with ↵↵↵ + H is active in 1 frame. However, Human Catapult has a LOT more range than a normal throw (especially if you kara-cancel into it; see Advanced Tactics). Screwing up a throw attempt is bad for Sentinel either way, whether you whiff a Human Catapult grab or get a close-range standing H instead of a regular throw. At least Human Catapult is unbreakable when it connects.

Sentinel's command grab increases in value near corners, where painful follow-up combos are possible. The M or H versions of Human Catapult are slower than the L version, but they deal more damage and allow for more follow-ups since your target is hurled higher across the whole playing field, and this pins them point-blank long enough for Sentinel to recover and start a launcher combo. This approach is risky, however; if you whiff the grab or if your opponent simply interrupts it with their own attack before they are snagged, there's a good chance they'll catch both characters, Bob's your uncle, and you've just lost two-thirds of your team trying to get fancy with a command grab combo. The risk/reward is up to you, but generally it's best to not get too greedy; simply accept the positional advantage and the chance to briefly move in and call drones/assists for free that a successful Human Catapult represents.

It's possible to land huge combos off of midscreen Human Catapult L by calling the right assist just before performing the grab. Iron Man—β, Rocket Raccoon—γ, and Trish—β are perfect examples. The opponent gets ejected into the assist instead of being volleyed across the whole playing field, and this pins them point-blank long enough for Sentinel to recover and start a launcher combo. This approach is risky, however; if you whiff the grab or if your opponent simply interrupts it with their own attack before they are snagged, there's a good chance they'll catch both characters, Bob's your uncle, and you've just lost two-thirds of your team trying to get fancy with a command grab combo. The risk/reward is up to you, but generally it's best to not get too greedy; simply accept the positional advantage and the chance to briefly move in and call drones/assists for free that a successful Human Catapult represents.

However, there are equally team-oriented ways to capitalize on midscreen Human Catapults without taking unnecessary risks. If the next teammate has an OTG-capable hyper combo, you can perform Hyper Sentinel Force just as the opposing character hits the ground, then team hyper combo cancel to something like Storm's Hailstorm or Magneto's Magnetic Shockwave. The follow-up hyper combo pops your rival up and into the Hyper Sentinel Force drones, while also tagging in the new character. Similarly, if one of Sentinel's teammates has a hyper combo that OTGs during crossover combinations, you can simply dash forward and press P1+P2 for the whole team to take part.



8

**Flight:** During flight, Sentinel's stabilizing jets emit blue flames rather than yellow, and the robot can maneuver freely. Flight mode ends if ↵↵↵ + S is input again, if Sentinel is hit, if air S is used, or if 104 frames elapse. Both the activation and manual cancelation of flight interrupts basic attacks, which enables quick aerial poking along with many damaging combos. Interrupting the recovery of blocked or whiffed basic attacks with flight also helps make Sentinel's laggy actions somewhat safer.







Sentinel is surprisingly maneuverable while flying, and it makes a smaller target with legs retracted and flight jets powered on than when standing on the ground. But since guarding isn't possible while flying, be careful regardless.







SENTINEL




## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Plasma Storm	↓ ↘ ↙ +  	20-39	282,200-337,400	10+1	81-92	25	—	-8	Knocks down opponent, can be mashed for extra damage, beam durability: 20 frames x 3 high priority durability points
2	Hard Drive (air only)	↓ ↘ ↙ +   (in air)	12	275,400	10+1	42(1)13	In recovery until landing	—	-5	Frames 1-70 invincible, last hit causes spinning knockdown that ignores hitstun decay
3	Hyper Sentinel Force	↓ ↘ ↙ +  	9	306,000	10+1	—	84	—	+15	Frame 8-14 invincible, knocks down, 9 projectiles with 3 high priority durability points each

**Plasma Storm:** Plasma Storm is Sentinel's primary combo ender. Any grounded Sentinel combo that ends with Rocket Punch (basically, every Sentinel combo) allows you to tack on Plasma Storm. Mash  buttons during this hyper combo to increase the damage and number of hits. You can also link Plasma Storm after landing a Hard Drive or Hyper Sentinel Force hyper combo near the corner; either perform Plasma Storm right away after the previous hyper combo recovers, or (for slightly more damage, meter, and challenge) link a Rocket Punch first, then cancel into Plasma Storm.


**Hard Drive (in air):** During Hard Drive, Sentinel propels itself across the entire playing field in a straight line. Hard Drive is the only move Sentinel has with total invulnerability (Sentinel's limbs are never vulnerable during attacks like standing  or Rocket Punch, but the robot's body can be struck). Hard Drive is able to even travel cleanly through hyper combo beams! In the air, Sentinel players can use Hard Drive on reaction to punish anything that happens directly across from Sentinel. From the ground, performing Hard Drive with a "tiger knee motion" of ↓ ↘ ↙ +   is the closest thing Sentinel has to a reversal. Even if your foe guards it, or if Hard Drive sails clear over them, this technique usually travels so far and so fast that Sentinel isn't vulnerable. (Although some characters may catch Sentinel with fast, far-reaching lv.3 hyper combos.)

Aside from Hard Drive's use as a kind of reversal, you can insert this move into just about any combo that involves an air Rocket Punch—just cancel the Rocket Punch into Hard Drive. Instead of ending combos with OTG Rocket Punch L into Plasma Storm, you can use OTG tiger knee air Rocket Punch L into Hard Drive. This inflicts slightly less damage, but it almost always puts the enemy into the corner.

The last hit of Hard Drive causes a lengthy spinning knockdown. This allows Sentinel to continue a combo after knocking its rival into the corner with Hard Drive. The simplest thing to do is to launch with , but hitstun decay usually means that whatever air combo you attempt gets cut short. With spare meter, you can simply juggle after Hard Drive with Plasma Storm, or Rocket Punch to Plasma Storm.

You can also link Hard Drive into another Hard Drive, or even into tiger knee Rocket Punch canceled into Hard Drive! As long as Hard Drive strikes properly so that the last hit causes the spinning knockdown again, you can continue juggling Rocket Punches and hyper combos.

**Hyper Sentinel Force:** This is Sentinel's safest hyper combo, since the drones come out after the hyper combo cutscene—even if Sentinel is struck. There are three waves of drones, with three drones in each wave. This makes Hyper Sentinel Force one of the best anti-assist hyper combos. If the opposing player calls an assist at mid to long range without covering it directly (e.g., forcing you to guard something, like a long range beam), simply activate Hyper Sentinel Force. That assist eats the damage of up to nine drones, with a 1.5x damage boost against the assist. When jockeying with your competitor for position at mid to fullscreen, stay twitchy and be ready to activate Hyper Sentinel Force on reaction to almost any assist coming out.

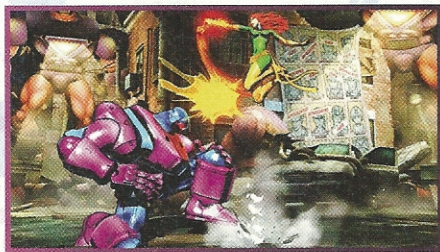
Hyper Sentinel Force can no longer follow up OTG Rocket Punch L after an air combo, but it still works in several other ways. For example,  canceled into Rocket Punch L canceled into HSF works. HSF also still works when cancelling into it from Rocket Punch L OTG after Human Catapult.



**"REPORT TO MASTER MOLD... TARGET: ELIMINATED. AWAITING FURTHER INSTRUCTION..."**



# Battle Plan



Sentinel's size makes it difficult for the robot to avoid attacks on the ground, and Sentinel certainly can't crouch under anything.



Not a great situation.

striking distance, whatever the opposing player does offensively will probably interrupt these attacks before they even arrive at their armor frames anyway, rely on successful guarding and advancing guard to reclaim breathing room. To try safe when guarded up close than when guarded from the edge of their ranges. The same thing holds true of using Plasma Storm or Hyper Sentinel Force on the ground against close-range, aggressive enemies. If your rival is attacking anyway, they're probably going to interrupt the hyper combos in the first few frames, so insult is just added to injury as you lose a bar of hyper meter while Sentinel is getting hit anyway.

Therefore, point-blank, reliable options against an aggressive opponent are absent. Sentinel is reliant mostly on universal defensive options. Sparring with Sentinel's **L** attacks is asking for trouble; they are Sentinel's only attacks with underwhelming hit areas, and they are still slower than the fast attacks of almost anyone else. Rather than trying for **L** attacks that are inevitably out-prioritized, or armor attacks that are interrupted before they reach armor frames anyway, you can sneak a throw or Human Catapult **L** into gaps in your opponent's close-range offense. If you're desperate to escape, tiger knee Hard Drive is the closest thing Sentinel has to a get-out-of-trouble-free card, and it's not even free: it costs a bar of hyper meter, the opponent may throw or low attack you out of pre-jump frames or before Hard Drive actually comes out, and Hard Drive isn't actually totally safe (but it does a good impression of it most of the time).

Additionally, while Sentinel has strong long-range tools like **H** lasers, Sentinel Force drones, and Hyper Sentinel Force, if it comes down to a beam battle against certain characters, the robot is going to lose. Doctor Doom is the prototypical example of a character that usually gets ahead of Sentinel in the beam war. Against projectile-centric characters like Ryu and Akuma, Sentinel can win the fireball war when they don't have meter, but when they're loaded, the advantage tilts back in the favor of their fullscreen hyper combo beams. Additionally, some small characters, like Rocket Raccoon and Amaterasu, are a big problem for Sentinel because they can simply avoid anything the robot does while maintaining their own fullscreen offense. Some matches need to be covered by assists or other members of the team.

**These characters can't crouch to avoid standing **H**. Fire away!**

Captain America  
Hulk

Iron Man  
M.O.D.O.K.

Nemesis T-Type  
Sentinel

Tron

**These characters can duck under BOTH lasers, even crouching **H**. Hold your fire!**

Amaterasu  
Arthur  
Felicia

Firebrand  
Frank West  
Morrigan

Phoenix  
Rocket Raccoon  
Strider

Viewtiful Joe  
Wolverine

This is not to mention the fact that teleport and flight-capable characters completely skirt attempts at a ranged game and turn it into a liability. If you abuse lasers against the wrong enemies, it won't be uncommon to see Dante, Dormammu, Strider, Vergil, et al falling out of a teleport onto a soon-to-be-decommissioned Sentinel, which is now uselessly whiffing **H** laser in the wrong direction. Flight characters can just stay above the fray; characters who can both fly and airdash can super jump above Sentinel's beams and drones and activate flight, then airdash repeatedly and unpredictably to get at Sentinel as desired.

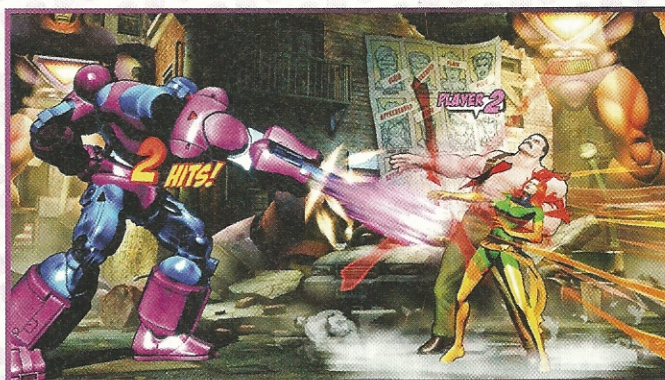
So, while spamming **H** lasers canceled into drones while calling Doctor Doom—**B** (or other strategies to that effect) annihilates poor characters like Haggar who don't have an answer at all, or poor players who gladly cooperate with running into your mindless barrage over and over before calling you a cheap player, that strategy won't cut the mustard against attentive, reactive opponents. It also won't work against characters that have easy answers, like an overpowering beam or fast teleport. (Sentinel Force drones are definitely an asset to almost any team, just not as much when Sentinel is on point; Sentinel—**Q** is one of the game's strongest assists.)

A couple dashes away is far enough to threaten with **H** lasers while still being close enough to dash forward to poke with the tip of standing or crouching **M**. Any version of Sentinel's grounded **M** and **H** attacks can be hit-confirmed into Rocket Punch (and then Hyper Sentinel Force) from this distance or closer, and crouching **M** can be chained into **S** launcher even from just inside max range. On guard or whiff, you can cancel any of these attacks into flight, allowing Sentinel to either reposition or to transition to direct offense.

Two dashes away also puts Sentinel at the right range to threaten with dash forward kara-cancel Human Catapult. This serves as a counterpoint when opponents are scared of dash-in crouching **M**. See Advanced Tactics for more on the kara-cancel grab.

Your challenger may opt to take to the skies, rather than worrying about whether Sentinel might spit lasers, dash forward with invincible fists, or dash forward into a grab with outrageous reach. That's fine, though—if you think that your competitor might try to jump or super jump from a couple dashes away (or if you react just as they leave the ground), jump forward and double-tap air **M** right away. Since you're pressing **M** twice, Sentinel naturally chains into another air **M** if the first one connects. If successful, you have plenty of time to verify it's working and double jump into a stylish ground bounce combo; see combo VII.

If you poke with something like the tip of standing **M** and cancel into flight, you're in roughly the same situation. Air **S** here causes Sentinel to fall right back to earth, while ground bouncing overeager foes who tried to dash in after flying Sentinel. Or, flying air **M** at this low altitude snags jumping enemies, and it can also be hit-confirmed into a ground bounce combo. See Advanced Tactics for more on using Sentinel's flight mode.



What all this means is that while Sentinel is an offensive character, you'll want to stay about a dash or two away from your rival at mid range, rather than trying to get in their face.



# SENTINEL







## COMBO USAGE

**I.** **S**  $\rightarrow$  FORWARD SUPER JUMP, AIR **H**  $\rightarrow$   $\downarrow \nearrow \leftarrow +$  **S**, PAUSE, AIR **L**, **H**  $\rightarrow$   $\downarrow \nearrow \leftarrow +$  **S**, PAUSE, FALLING AIR **H**, LAND, PAUSE, **S**  $\rightarrow$  FORWARD SUPER JUMP, AIR **H**  $\rightarrow$   $\downarrow \nearrow \leftarrow +$  **S**, AIR **L**, **M**, **H**, **S**, LAND, WAVEDASH,  $\downarrow \nearrow \rightarrow +$  **ATK** **ATK** OTG (**MASH** **ATK**)

**835,200 damage, 5% meter gain**

A clean Sentinel launcher leads to incredible damage with a self-sufficient combo. If you have meter left over to THG to another mashable hyper combo, your opponent is probably done. After **S** launcher into super jump, strike with air **H** canceled into flight as soon as possible. After flight, wait as long as possible before linking flying air **L** **H**, then wait again after "unflying" air **H** into falling air **H**, and again between landing and launching again with **S**. The purpose of inserting the pauses is to allow your adversary's body to drift down slightly, making the rest of the combo possible. Otherwise, they'll end up too high for either falling air **H** or for the relaunch afterward to strike properly.

This combo works on every member of the cast, but landing the flight chain during the second super jump rep requires perfect positioning on tiny characters like Rocket Raccoon (or even Deadpool or Spider-Man). For an easier time, forego using flight and simply perform an air chain to **S** for the hard knockdown. (If you're not sure of positioning, just use **M**, **H**, **S** or even just **H**, **S** for consistency. The relaunch combo should also be simplified if you used several hits to chain into the first launcher, or if the combo started with the ground bounce of air **S**.)

To trade damage for a cornered opponent, wavedash and OTG with tiger knee air Rocket Punch **L**  $\downarrow \nearrow \rightarrow +$  **L** canceled into Hard Drive. If they're already near the corner, catch them after Hard Drive with Rocket Punch **L** into mashed Plasma Storm for 971,600 damage. (Or, meter permitting, execute another tiger knee Hard Drive, then a Rocket Punch into Plasma Storm to inflict around 1.15 million damage!)

**II.**  $\rightarrow \downarrow \nearrow +$  **L**, DASH-IN ST. **L**, **M**, **S**  $\rightarrow$  SUPER JUMP FORWARD, AIR **M**, **M**, **H**  $\rightarrow$   $\downarrow \nearrow \leftarrow +$  **S**, AIR **L**, **M**, **H**  $\rightarrow$   $\downarrow \nearrow \leftarrow +$  **S**, FALLING AIR **M**  $\rightarrow$  DOUBLE JUMP, AIR **H**, **S**, LAND,  $\downarrow \nearrow \rightarrow +$  **L** OTG  $\rightarrow$   $\downarrow \nearrow \rightarrow +$  **ATK** **ATK** (**MASH** **ATK**)

**Requires corner, 654,700 damage, 21% meter gain**

This unbreakable grab combo works when Sentinel is close enough to the corner to dash in and juggle standing **L** after Human Catapult **L**. This is no farther than one dash away from the corner. The tricky part is just catching your competitor before they hit the ground after the throw. Perform every step as quickly as possible. If a surplus meter is almost ready when you get to the OTG, finish with tiger knee Rocket Punch **L** OTG canceled into Hard Drive, then juggle Rocket Punch into Plasma Storm for 790,200 damage. By inserting extra Rocket Punches between hyper combos in the corner, you can sometimes build enough meter to keep the combo going, whereas simply continuing from one hyper combo to the next would run out of bar.

If you land Human Catapult **L** too far from the corner to juggle afterward, just OTG with Rocket Punch **L**. With an assist like Trish— $\beta$ , you can call the assist and then OTG the opposing character with Rocket Punch, so they pop up into the assist and the combo can continue without using hyper meter. If you don't have an assist to pop them up, you'll have to cancel Rocket Punch **L** to Hyper Sentinel Force or Plasma Storm (or X-Factor) to get more damage. At least landing Hyper Sentinel Force in this situation allows Sentinel to launch its target into the corner immediately afterward. If you then air combo to air **S**, tiger knee air Rocket Punch **L** OTG to Hard Drive, then link Rocket Punch to Plasma Storm, you'll have all three Sentinel hyper combos in one sequence! (Along with at least 850,000 damage.)

**III.**  $\rightarrow \downarrow \nearrow +$  **H**, IMMEDIATE JUMP FORWARD, AIR **M**, **M**  $\rightarrow$  DOUBLE JUMP, AIR **M**, **H**, **S**, LAND, **S**  $\rightarrow$  SUPER JUMP, AIR **M**, **M**, **H**  $\rightarrow$   $\downarrow \nearrow \leftarrow +$  **S**, AIR **L**, **L**, **M**, **M**, **H**, **S**, LAND,  $\downarrow \nearrow \rightarrow +$  **L** OTG  $\rightarrow$   $\downarrow \nearrow \rightarrow +$  **ATK** **ATK** (**MASH** **ATK**)

**Requires corner, 752,100 dmg, 59% meter gain**

After performing Human Catapult **H** near a corner, it's possible to build a sizable amount of meter while also dumping some of it into your victim. Normal jump forward immediately after the throw recovers, but pause briefly before chaining air **M**, **M**. After ground bouncing and then launching your rival, perform the air and flight combo portion as quickly as possible.

Like most Sentinel combos, if you have surplus meter, you can score more damage after the hard knockdown. Finishing with a tiger knee Rocket Punch **L** OTG to Hard Drive, then Rocket Punch  $\rightarrow$  Plasma Storm results in 875,100 damage!

Human Catapult **H** into the corner also lets you involve teammates without using meter. Tag a character who can OTG into a giant combo by themselves, like Dante or Doctor Doom, and let it rip...

**IV.** FORWARD OR BACKWARD THROW, DASH,  $\downarrow \nearrow \rightarrow +$  **L** OTG  $\rightarrow$   $\downarrow \nearrow \leftarrow +$  **ATK** **ATK**  $\rightarrow$   $\downarrow \nearrow \leftarrow +$  **S**, FLY FORWARD, AIR **M**, **H**, **S**, LAND, **S**  $\rightarrow$  SUPER JUMP FORWARD, AIR **M**, **M**, **H**, **S**, LAND,  $\downarrow \nearrow \rightarrow +$  **L** OTG  $\rightarrow$   $\downarrow \nearrow \rightarrow +$  **ATK** **ATK** (**MASH** **ATK**)

**1,130,500 damage with lv.1 X-Factor, 73% meter loss**

Even with X-Factor toned down, angry red Sentinel is no joke. If you combo into Hyper Sentinel Force, you can still opt to make any combo ferocious by canceling the beginning of Hyper Sentinel Force into X-Factor, then flying forward to cause a ground bounce with air **M**, **H**, **S** just as the last wave of HSF drones juggles the enemy.

That's just an example of confirming X-Factor within a combo, though. Normally, you'll just dash, OTG with Rocket Punch **L**, then cancel to Plasma Storm for 453,700 damage.



SENTINEL



## COMBO USAGE CONT.

**V. CR.** **M** **CANCEL**  $\rightarrow$   $\downarrow \swarrow \rightarrow + \text{L}$  **JUMP FORWARD**, **AIR** **H**, **S**, **LAND**, **DASH**, **ST.** **M**, **S** **CANCEL**  $\rightarrow$  **FORWARD SUPER JUMP**, **AIR** **M**, **M**, **H** **CANCEL**  $\rightarrow$   $\downarrow \swarrow \leftarrow + \text{S}, **AIR** **L**, **M**, **M**, **H**, **S**, **LAND**, **DASH**,  $\downarrow \swarrow \rightarrow + \text{L}$  **OTG** **CANCEL**  $\rightarrow$   $\downarrow \swarrow \rightarrow + \text{ATK/ATK}$  (**MASH** **ATK**)$

X-Factor hit-confirm for two characters, 2,841,200 damage with lv.1 X-Factor, 295% meter gain

It's not as easy as it used to be, but Sentinel can still definitely toast entire teams at once with the right chance. This hit-confirm off of crouching **M** gives you plenty of time to see that you've caught their point and assist together, so you can combo to Rocket Punch **L**, then cancel to X-Factor and erase two-thirds of the other team. No assist character survives this combo; the only point character who can survive is Thor.

**VI. CR.** **M**, **S** **CANCEL**  $\rightarrow$  **FORWARD SUPER JUMP**, **AIR** **M**, **M**, **H** **CANCEL**  $\rightarrow$   $\downarrow \swarrow \leftarrow + \text{S}, **AIR** **L**, **H** **CANCEL**  $\rightarrow$  **AIR** **M**, **H** **CANCEL**  $\rightarrow$   $\downarrow \swarrow \leftarrow + \text{S}, **FALLING AIR** **M** **CANCEL**  $\rightarrow$  **FORWARD DOUBLE JUMP**, **AIR** **M**, **H**, **S**, **LAND**, **DASH**,  $\downarrow \swarrow \rightarrow + \text{L}$  **OTG** **CANCEL**  $\rightarrow$   $\downarrow \swarrow \rightarrow + \text{ATK/ATK}$  (**MASH** **ATK**)$$

X-Factor hit-confirm for two characters, 2,320,900 damage with lv1 X-Factor, 226% meter gain

If you're too hard-wired into launching after crouching **M** connects, you can still fit in an air X-Factor combo that can take out any assist and almost any point character.

**VII. FLYING AIR** **M** **CANCEL**  $\rightarrow$   $\downarrow \swarrow \leftarrow + \text{S}$ , **FALLING AIR** **M** **CANCEL**  $\rightarrow$  **DOUBLE JUMP FORWARD**, **AIR** **M**, **S**, **LAND**, **DASH**, **ST.** **M**, **S** **CANCEL**  $\rightarrow$  **SUPER JUMP FORWARD**, **AIR** **M**, **M**, **H** **CANCEL**  $\rightarrow$   $\downarrow \swarrow \leftarrow + \text{S}$ , **AIR** **L**, **M**, **H**, **S**, **LAND**, **DASH**,  $\downarrow \swarrow \rightarrow + \text{L}$  **OTG** **CANCEL**  $\rightarrow$   $\downarrow \swarrow \rightarrow + \text{ATK/ATK}$  (**MASH** **ATK**)

Airborne target, 811,100 damage, 30% meter gain

Whenever Sentinel catches an airborne target with air **M** as a poke, it's party time. This is just one example, taken from a natural flying poke sequence: flying air **M** canceled with unfly into falling air **M** is a safe poke with enormous reach. Sentinel players should often cancel blocked **M** attacks into flight in order to be safer and reposition Sentinel on the ground; this is also a natural time to poke with flying air **M**, then unfly falling air **M** just over the opposing character's head. If they happen to jump and get snagged by the two-hit combo, you can easily hit-confirm and double jump forward to continue.

No matter how you hit your opponents with attacks in midair, whether it's flying air **M** or just a super jumping air **L**, or whatever, the important thing is to make it to air **S** for the ground bounce. Get that far, and virtually anything you do after launching deals scores of damage.

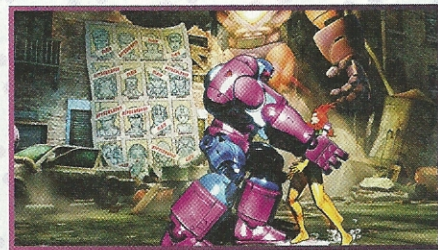
## ADVANCED TACTICS

## KARA-CANCEL HUMAN CATAPULT

You can extend the reach on Sentinel's Human Catapult throw by canceling into Human Catapult from standing **H**. Cancel standing **H** before Sentinel actually fires the mouthlaser. Sentinel takes a step forward during the startup of standing **H**, so this translates into the command grab having horrifying range. How horrifying? The places where characters stand at the start of a match if they don't move is about right. If Sentinel is made to backdash from point-blank range, then perform the kara grab, it will work. In fact, from all the way across the playing field, wavedash once (with both dashes being full-length), and Sentinel is at the edge of kara grab range!

Human Catapult **H** has the most range and offers the most follow-up potential, but Human Catapult **L** is active much faster and only loses a pixel or two in range anyway. Near a corner, every strength of Human Catapult leads to big damage. When using the kara grab on its own, the **L** version is best because of its speed. However, when chaining into the kara grab from a tick **L** (standing **L**, standing **H**  $\rightarrow$   $\rightarrow \downarrow \swarrow \leftarrow + \text{H}$ ), the extra startup on the **H** version is actually what makes the trick work.

It's possible to follow up after Human Catapult midscreen with perfect wavedashing, but it's tough and inconsistent. With certain assists in Sentinel's back pocket, you can simply call the assist just as you go for the grab to score a big combo anywhere. Given that Human Catapult is inescapable, this is especially useful near corners, against characters falling in after their teammate is knocked/snapped out, and against opponents who just finished guarding the assist of Sentinel's partner.



Make sure the opposing player is worried about cr. **M** and air attacks, and they're sure to fall for dash-in kara-cancel Human Catapult.